



PLAYABLE PLAYSTATION 2 DVD INSIDE!

ZIFF DAVIS MEDIA

JULY 2002
ISSUE 58



OFFICIAL U.S.

PlayStation

MAGAZINE

**PS2
NOW ONLY
\$199**

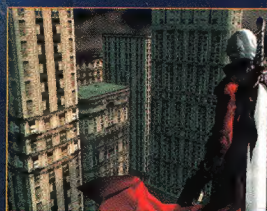
EXCLUSIVE!

EVERQUEST and THE PS2 ONLINE

EVERY ONLINE GAME REVEALED!

FINAL FANTASY XI • TIMESPLITTERS 2 • NFL 2K3 • SOCOM: U.S. NAVY SEALS
MADDEN NFL 2003 • NBA 2K3 • TRIBES AERIAL ASSAULT • AUTO MODELLISTA

PLUS: ALL YOUR ONLINE QUESTIONS ANSWERED!



**DEVIL
MAY CRY 2**
THE REBIRTH
OF COOL!



**TONY HAWK'S
PRO SKATER 4**
GAMEPLAY DETAILS
REVEALED!

July 2002

\$8.99 U.S.
\$11.99 Canada



07
Display Until July 9

WWW.PLAYSTATIONMAGAZINE.COM

1,000 REVIEWS • 16 PAGES OF TIPS

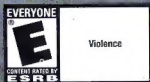
Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

JAK AND DAXTER

the
PRECURSOR LEGACY™

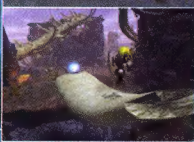
JAK & DAXTER: The Precursor Legacy is a trademark of Sony Computer Entertainment Inc. Created and Developed by Naughty Dog, Inc. ©2001 Sony Computer Entertainment Inc. All Rights Reserved. Naughty Dog, Inc. is a Sony Computer Entertainment Inc. subsidiary. The "PS" Family logo is a registered trademark of Sony Computer Entertainment Inc.

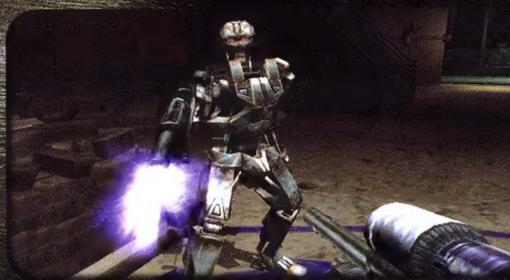
A NEW LEGACY IS BORN. IN THE HERO COMMUNITY YOU HAVE TWO TYPES: THOSE THAT FIGHT EVIL AND THOSE THAT HAPPEN TO BE AROUND WHILE OTHERS ARE DOING THE FIGHTING. INTRODUCING JAK (THE FIGHTER) AND DAXTER (UMM, THE OTHER GUY). JOIN THEM AS THEY VOYAGE TO DEFY THE FORCES OF EVIL ON AN ADVENTURE MANY DREAM ABOUT... BUT FEW DARE ATTEMPT. TO FIND OUT MORE ABOUT THEIR LEGENDARY QUEST, CHECK OUT WWW.JAKANDDAXTER.COM



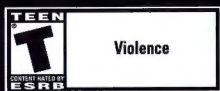
NAUGHTY DOG

PlayStation.2





PlayStation®2 and Xbox™ screenshots shown.



PlayStation 2





IT'S ALWAYS DARKEST BEFORE THE DAWN.

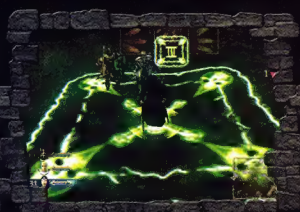
**THE
TERMINATOR
DAWN OF FATE**
WWW.TERMINATORGAME.COM

The Terminator: Dawn Of Fate. © 2002 Infogrames, Inc., a subsidiary of Infogrames Entertainment, S.A. All rights reserved. Developed by Paradigm Entertainment. Manufactured and marketed by Infogrames, Inc., New York, NY. The Terminator TM & © 1984 StudioCanal Image S.A., f/k/a Canal+ D.A. All rights reserved. Terminator is a trademark of StudioCanal Image S.A., f/k/a Canal+ D.A. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

© 2000 Midway Home Entertainment Inc. All Rights Reserved. MIDWAY and the Midway logo are registered trademarks of Midway Home Entertainment Inc. Used by permission. LEGION: The Legend of Excalibur is a trademark of Midway Home Entertainment Inc. Developed by Secret Studios, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



EPIC ACTION LETS YOU SLASH YOUR WAY TO VICTORY AS KING ARTHUR, WHO WIELDS EXCALIBUR IN A RUTHLESS CRUSADE THROUGH HEROIC BATTLES.



CAST MIGHTY SPELLS AS MERLIN, THWARTING EVIL WITH MAGIC AS THE LEGEND UNFOLDS WITH LEGION'S ROLE-PLAYING EXPERIENCE.



INTENSE STRATEGY IS THE KEY TO VICTORY AS YOUR TROOPS LAY SIEGE TO ENEMY FORTRESSES AND HELP RESTORE GLORY TO THE KINGDOM OF CAMELOT.

LEGENDS AREN'T BORN.
THEY'RE FORGED.



LIVE THE LEGEND
OF KING ARTHUR

Sneak Preview @ www.legion.midway.com

PlayStation 2



Blood
Violence



www.playstationmagazine.com

LOTS OF REASONS TO GO ONLINE THIS AUGUST

We've had more e-mails and comments about the impending launch of the PS2 online service than just about anything. It probably narrowly beats out requests for info on the next *Grand Theft Auto* (and we promise we'll be bringing you lots of info on that very soon), so this month we've gone nuts. We've rounded up every online game that's in development and topped it all off with a couple of big exclusives. First, there's a first proper look at Sony Online Entertainment's new *EverQuest* game and we also have some fantastic new screens and details about *Final Fantasy XI*. Both are huge games but also quite scary propositions at first. Both are going to require a major investment from those of us who choose to take the plunge both in terms of time and money. Chances are you're going to only want to take the plunge on one or the other.

For me, it isn't so much these enormous multiplayer RPGs that has me psyched about playing online, though. The killer-app for me is going to be *SOCOM: U.S. Navy SEALS*. We ran a video about the game on our demo DVD a couple of months ago and it looked spectacular. Now that we've seen it up and running, and working as a 16-player experience, it's definitely something that will help convince people they want in on this whole online thing. I can't wait to get an *OPM* posse together and start kicking some ass against you all in August.



John Davison
Editor in Chief

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays video games, makes TV shows, and is the current Wimbledon champ. She produces rock videos, designs Web sites, and throws a 99-mph fast-ball. That's what she tells us, at least.

www.zoeflower.com



2FACE

Our funky design friends from New York produce the opening image for our feature. Handling wiring that exudes glowing plasma in such vast quantities is clearly dangerous, and we applaud their dedication to their art.

www.2face.com



JOHN SCALZI

Our main man, John Scalzi, has written for places that are in towns that we someday dream of visiting: the *San Diego Tribune*, *New York City Magazine*, the *Fresno Bee* and the *Chicago Sun Times*. Visit him at home: www.scalzi.com



TIM PONTING

Previously a group publisher in the U.K. (also known as England), Tim decided to take the freelance jump—and we're lucky to have him aboard. When he's not writing for us, he's evading an APB from Interpol for his arrest. www.csparts.net



THE MAGAZINE

Editor in Chief John Davison
Managing Editor Gary Steinman
Reviews Editor Chris Baker
News Editor Sam Kennedy
Reviews Editor Joe Rybecki
Associate Editor Todd Zuniga
Gossip Columnist Glenn MacLaurin
Editorial Contributors Zoe Flower, Haru Hirani, James Whitley, John Scalzi, Paul Semel
Japanese Correspondent Natsuko Ohnishi
European Correspondent Tim Ponting
Another European Correspondent Axel Strom
Copy Editor Jennifer Whitesides

DESIGN

Senior Art Director Bob Conlon
Art Directors Denna O'Hara, Jim Cordano
Illustration Penny Arcari, Gary Tsai, Zhao
Cover Photography Ted Tamburo

PRODUCTION

Manufacturing Director Carlos Lago
Senior Production Manager Anne Marie Miguel
Assistant Production Manager Teresa Newson
Pre-Media Manager Dave McCracken
Assistant Pre-Media Manager Mike Valias

TECHNOLOGY

Project Leader Mark Lefebvre

ZD GAME GROUP

Senior Vice President Dale Strang
Editorial Director John Davison
Creative Director Simon Cox
Business Director Cathy Bendoff

CIRCULATION

Circulation Director Joan McInerney
Circulation Director Shirley Viet
Senior Newsletter Sales Manager Don Galen

SUBSCRIPTION SERVICE NUMBER

(800) 627-6458 U.S. and Canada only
<http://service.playstationmagazine.com>
playstationmagazine.com

TO SUBSCRIBE ONLINE

<http://subscribe.playstationmagazine.com>

ZIFF DAVIS MEDIA INC.

Chairman and Chief Executive Officer Robert F. Callahan
Chief Operating Officer and Chief Financial Officer Bart W. Catalane
Senior Executive Vice President (Publishing Operations) Tom McGrade
Executive Vice President Peter Longo
Executive Vice President Stephen D. Moylan
Executive Vice President and Editorial Director
Editor in Chief, PC Magazine Michael J. Miller
Senior Vice President (Sales Planning and Analysis) Jasmine Alexander
Senior Vice President (Circulation) Charles Mast
Senior Vice President (Game Group) Dale Strang
Senior Vice President and General Manager
(Ziff Davis Internet) Jason Young
Vice President (Corporate Sales) Ken Beach
Vice President (News) John Dodge
Vice President (Editor-in-Chief, Yahoo! Internet Life) G. Barry Golsen

Vice President (Chief Information Officer) Kim Hoover
Vice President (Integrated Solutions) Charles Lee
Vice President (Corporate Communications) Anne D. Levine
Vice President (Editor-in-Chief, iWEEK) Eric Lundquist
Vice President (Technology) Bill Macdonne
Vice President (Controller) David Mullin

Vice President (Ziff Davis Market Expert) Michael Perkowski
Vice President (Marketing) Tomia E. Ries
Vice President (General Counsel) Carolyn Schurr Levin
Vice President (Publishing Director, Baseline) Sloan Seymour
Vice President (Editor-in-Chief, Baseline) Tom Steinstreik
Vice President (Internet Audience Development) Stephen Sutton
Vice President (Publisher, CO Insight) Stephen Velth
Executive Vice President and
General Manager of iStock Labs Mark Van Name
Chief Technology Officer (Internet Operations) Alan Bourassa
Senior Director, Manufacturing Carlos Lago
Director, International Christine Lawson

ADVERTISING INQUIRIES CONTACT

Ziff Davis Media Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Tel: 415-457-8783
Group Publisher Lee Unklache
415-357-4910 • lee_unklache@ziffdavis.com

NORTHWEST

(San Francisco and Marin, WA, OR, MT, ID, WY, and Western Canada)
Marcy Yamaguchi, Regional Sales Manager
marcy_yamaguchi@ziffdavis.com, 415-357-4944, fax: 415-547-8777

Meighan K. O'Rourke, Account Executive
meighan_orourke@ziffdavis.com, 415-357-4920, fax: 415-547-8777

BAY AREA (Bay Area Peninsula, NV, UT)
Mary Gray, District Sales Representative
mary_gray@ziffdavis.com, 415-357-8782, fax: 415-547-8777

MIDWEST/EAST (All States east of NM, CO, NB and the Dakotas)

Marc Callahan, Regional Sales Manager
marc_callahan@ziffdavis.com, 830-382-9034, fax: 830-382-9010
Jan Sinclair, Regional Sales Manager
jan_sinclair@ziffdavis.com, 415-357-4925, fax: 415-547-8777

Emily Olson, Account Executive
emily_olson@ziffdavis.com, 415-357-8226, fax: 415-547-8777

SOUTHWEST (Southern California, AZ)
Karen Landon, Regional Sales Manager
karen_landon@ziffdavis.com, 760-942-6277, fax: 415-547-8777

Linda Phillips, Senior Account Executive
linda_phillips@ziffdavis.com, 415-357-4761, fax: 415-547-8777

ONLINE - San Dimas, Online Sales Manager
Sam Cimino, Online Sales Manager
sam_cimino@ziffdavis.com, 415-547-8186, fax: 415-547-8777

Senior Marketing Manager and Creative Director
Ray Leuter, ray_leuter@ziffdavis.com, 415-547-8778
Marketing Coordinator
Wayne Shiu, wayne_shiu@ziffdavis.com, 415-547-9248

Advertising Coordinator
Tyler Ubbelohde, tyler_ubbelohde@ziffdavis.com, 415-357-4930
Sales Assistants
Kristen Laut, kristen_laut@ziffdavis.com, 415-547-8778
CJ Amlit, cj_amlit@ziffdavis.com, 415-547-8783

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OPM) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG



EARLY CHILDHOOD RATING
ESRB
The E rated game is suitable for children 3 and older. Products carrying this label have absolutely no material that would be considered inappropriate for parents.



EVERYONE RATING
ESRB
The E rated game contains the previous K-A rating for last year. Suitable for kids ages 3 and up. E-rated games may contain minimal violence or crude language.



TEEN RATING
ESRB
Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.



MATURE RATING
ESRB
These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.



ADULTS ONLY RATING
ESRB
The extreme of the ratings, suitable for adults only. Picks sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

Official U.S. PlayStation Magazine (ISSN #1049-6693) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: \$5.99. Subscription Rates: One Year 12 issues and 12 demo discs \$49.99 U.S. \$65.99 all other countries. We periodically make lists of our customers available to makers of goods and services. If you do not wish to receive such mailings, please write to us at our mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 52362, Boulder, CO 80522-5262. For Subscription Service Inquiries call us at: 800-627-6458 U.S. and Canada, or (303) 464-7465 all other countries. Fax us: 850-682-0906 U.S. and Canada, or 303-664-0958 all other countries. We visit our subscription Web site at <http://www.playstationmagazine.com>. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reproduced herein, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means electronic, mechanical, photocopying, recording, or otherwise without the prior written notice of Ziff Davis Media Inc. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016, Tel: 212-503-5438. Fax: 212-503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Management Services (RMS) at (800) 290-5460 or (718) 299-1900, or on www.reprintmag.com. TM & G for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14569 6702 RT. Printed in the USA.



marc eckō
scopes



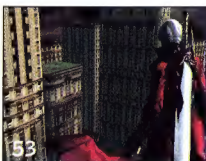
TALIB KWELI

In the Holla
cube series 8/20

shop online at eckō.com

complex
magazine

published by Marc Eckō
complexmagazine.com



REGULAR BITS

11 DEMO DISC

Turn your eyes about one foot to the right and you'll find it basking in a dark-blue ink.

16 INPUT

What would our Input section be without you? Boring. Send us an e-mail: opm@ziffdavis.com

22 SPIN

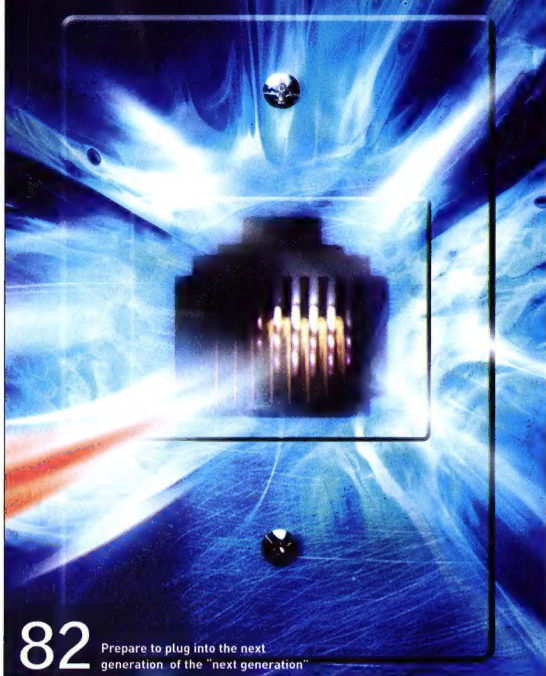
You want to be up on everything PlayStation related? What better place than Spin?

104 REPLAY

Medal of Honor: Frontline, Spider-Man, the next Hot Shots Golf 3 tourney. What else do you need?

120 P.S.

There's humor in everything. It's a complicated formula, but we distill it expertly right here.



82

Prepare to plug into the next generation of the "next generation"



28

"There's no need to argue, K. Parents just don't understand."

You want online? You got online. Let the revolution begin, and let us hold your hand through every bit of it.



PREVIEWS

71 Alter Echo
78 Antz Extreme Racing
55 Batman: Dark Tomorrow
56 Blade 2
55 Broken Sword
80 Desperate Situation
Zone
53 Devil May Cry 2
61 Dr. Muto
67 Dual Hearts
60 Enclave
76 Evil Dead: Boomstick
66 Freakstyle
70 Galerians 2
66 The Getaway
80 Indiana Jones
62 Kelly Slater's Pro Surfer
56 Lego Drone Racers
67 Madden NFL 2003
64 Mission: Impossible—Operation Surma
74 MLB SlugFest 20-03
58 Monopoly Party

71 Mobile Suit Gundam: Federation vs. Zeon
64 NASCAR Heat 2
78 NCAA Football 2003
70 Ninja Assault
64 Pro Race Driver
67 Ratchet & Clank
67 Red Faction 2
55 Riding Spirits
62 Robot Alchemist Drive
68 Romance of the Three Kingdoms VII
54 Rygar
78 Shinobi
78 The Simpsons: Skateboarding
70 Sly Cooper and the Thievius Raccoonus
54 Soccer Mania
58 Star Ocean: Till the End of Time
72 Superman: Shadow of Apokolips

54 Tenchu 3
62 Tiny Toons: Looneyverse
56 Tom Clancy's Splinter Cell
52 Tony Hawk's Pro Skater 4
74 Total Immersion Racing
80 Twin Caliber
68 WWII: Prisoner of War
74 WWE Crush Hour
58 WWE SmackDown! 4
60 X-Men: Next Dimension
61 X-Men: Wolverine's Revenge



52

SPIN

22 Lords of the Rings

More than one company plans to bring you games set in Middle-earth this holiday season.

23 King-Sized Voice Talent

Who's providing the voice work for Square's collaboration with Disney, *Kingdom Hearts*? Big-time Hollywood talent, that's who.

24 Zoe's World

26 Full Contact

Sega and EA Sports draft media moguls into their football war.

26 What Is the Matrix?

It's an Infogrames property now, for one thing.

26 Masters of the Looneyverse

The voice cast of *Tiny Toons* reunites for *Treasure's Defenders of the Looneyverse*.

28 Summer Movie Games

After you see some of this summer's hottest movies, check out the numerous games coming out that are based on them.

42 More Metal Gear

See what lies ahead for one of the most important series in the history of gaming.

43 Cliché MacLaver

44 CD Reviews

46 DVD Reviews

48 Media Mix

50 Top 10 Charts

REPLAY

106 Spider-Man

Wondering what those points you get at the end of a level mean? Or just looking for a few cheats?

108 Medal of Honor: Frontline

Getting your grape split by a bullet is easier than you think. We keep it from happening.

112 DVD Easter Eggs

113 Sled Storm

Three maps with a pantload of shortcuts.

114 PS2 Greatest Hits

118 The Italian Job

Beating London one turn at a time.

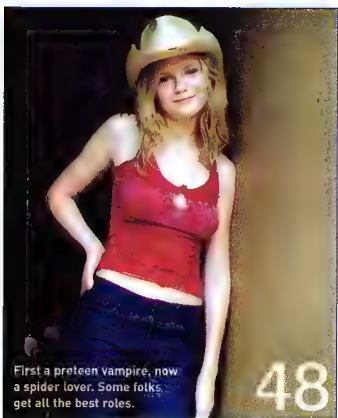
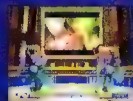


Sprechen sie veehr?

REVIEWS

PS2 Games
98 FIFA World Cup
99 Britney's Dance Beat
100 GTC Africa
100 Lethal Skies
96 Medal of Honor: Frontline
101 Mike Tyson Heavyweight Boxing
101 Scooby-Doo: Night of 100 Frights
101 Shifters
102 Sky Digger
100 Test Drive
102 UFC Threedom

PS2 Games
103 2002 FIFA World Cup
102 Big Bass Fishing
102 0-12: Final Resistance
103 Kickboxing Power Play
Sports Trivia



First a preteen vampire, now a spider lover. Some folks get all the best roles.

DISC PROBLEMS?

If you buy a copy of our magazine that did not contain a demo CD? Simply use the receipt as an invoice marked "QPM Replacement Due." To the address below with the name and address of the store you purchased the magazine and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a manufacturing or shipping error on the disc, call SCA at 1-800-345-SONY. They will provide instructions to obtain your replacement or replacement warrants.

Sony Computer Entertainment America (SCEA) warrants that the game disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option,

the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, misalignment, neglect or misuse during normal use. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLY CABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETEEN (19) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR NON-

FUNCTION OF THE SCEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or extensions or limitations of consequential damages, so the above limitations and extensions of liability may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

QPM Demo Disc is protected against by Sony Computer Entertainment America Inc. 999 E. Alhambra Drive, Foster City, CA 94404. All titles shown are trademarks of and copyrights of their respective publishers and/or their licensors. All rights reserved. For details: ©2002 Sony Computer Entertainment America Inc. Please submit all related demo disc requests to: QPM Demo Disc, Inquiries, 999 E. Alhambra Drive, Foster City, CA 94404.



ON THE DISC

PLAYABLES:
 Mister Mosquito
 Aggressive Inline
 Knockout Kings 2002
 Tiger Woods PGA Tour 2002
 Star Wars: Jedi Starfighter
 Army Men RTS
 Freeblade
 Sky Gazer

VIDEO:
 The Mark of Kri
 Woody Woodpecker
 Gravy Games Bike: Street, Dirt, Vert

BEHIND THE SCENES:
 Medal of Honor: Frontline
 Star Wars: Jedi Starfighter

COOL MOVES:
 Drakan: The Ancients' Gates
 Jak and Daxter: The Precursor Legacy
/>

DOWNLOADS:
 State of Emergency
 Victorious Boxers
 Time Crisis 2

THE UNDERGROUND TEAM
 Demo Disc Producers Gary Barth, Manuel Sousa, Michael Tsou
 Marketing Team Shelley Ashtomi, Jesse Caldwell, Sara Sequeira, Kim Yuen
 Executive Producer Andrew House
 Music Composition Nathan Bresnahan, Ashli Kakk
 Format OSA Sam Bradley, DeMarco King
 Account Coordinator Eric Appello

PROGRAMMING AND INTERFACE ARTWORK
 BY LIFELINE PRODUCTIONS, INC.
 Lead Programmer: William Behan
 3D Artists Jason Robinson, Philip Williamson
 Producer: Jessi Harrison
 President: Katherine Williams
 Technical Director: Tim Edwards
 CD Animation Introduction by Secret Weapons
 Principals: Wes Harris, Ryan Ramirez
 3D Animators: Jamie Chis, Ian Jolley
 Motionmaster, Bryan Poon

SPECIAL THANKS
 Tom Gillan, Gerald Martin, Jim Williams, Steve Williams

SCRATCH THAT ITCH

We offer up ways to take your demo disc to the next level, as if PlayStation Underground hasn't already.



MISTER MOSQUITO

THE DETAILS
 You've got one level, from one of the oddest PS2 games out there. You'll have the chance to suck Ren's blood in a piece of anti-non-vampiric way. Get two tanks of blood out of her favorite.

HAVE YOU TRIED...
 ...beating the first level in one go? You might not be going to be easy, but if you keep playing, the matching the controls and the power of the game can suck, you should be able to get out of the game. You can win a battle in less than 30 seconds. You can't go to have to go straight for the one on the bank, winning the EX tank. The game is a bit of a tank of blood.

AGGRESSIVE INLINE

THE DETAILS
 You can go through the mud and the mud, but you're not going to be easy, but if you keep playing, the alternating your own and the other's can change to a good one. It's a bit of a push, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

HAVE YOU TRIED...
 ...doing a 2001 level? You should have a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

KNOCKOUT KINGS 2002

THE DETAILS
 You're "Sugar Ray" Leonard, he's Oscar De La Hoya. You've got three rounds to do your damage. If you don't get your hands up, you're going to be kissing canvas early and often.

HAVE YOU TRIED...
 ...mastering the low punch? You should press L2 for the low punch, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

STAR WARS: JEDI STARFIGHTER

THE DETAILS
 You get to strike with a lightsaber and a similar low on the side. You get to strike with a lightsaber and a similar low on the side. You get to strike with a lightsaber and a similar low on the side. You get to strike with a lightsaber and a similar low on the side.

HAVE YOU TRIED...
 ...letting the bag go? You should press L2 for the low punch, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

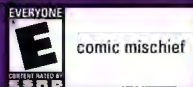
WORLD OF OUTLAWS: SPRINT CARS

THE DETAILS
 You're driving a wacky-looking sprint car, carrying a muddy oval. It's a bit of a push, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

HAVE YOU TRIED...
 ...maintaining a speed of 60 mph? You should press L2 for the low punch, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push. It makes for a good one, but it's a bit of a push.

"Raggy, Raphne, Red, Relma? Where are you?"

TM & © 2002 Nintendo. All rights reserved. "Raggy, Raphne, Red, Relma? Where are you?" is a trademark of Nintendo Game Boy Advance. "Scooby-Doo" and the "SD" Family logo are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. "Scooby-Doo" and the "SD" Family logo are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. "Scooby-Doo" and the "SD" Family logo are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries.



Game Boy Advance
based on feature film
Available Now!



Look for Scooby-Doo's
Original Mysteries
on Video and DVD.

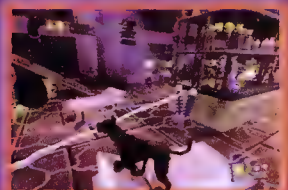
SCOOPY-DOO!

Night of 100 Frights

The gang is missing.
Help Scooby find them
before he gets hungry.



**Featuring the Scooby-Doo cartoon
voice actors and special guests.**



**12 huge levels based on the
original Scooby-Doo cartoons.**



**Encounter 20 classic
Scooby-Doo villains.**



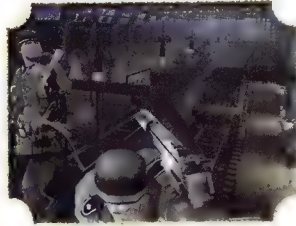
Coming Soon!



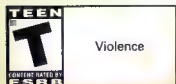
PlayStation 2



THE GATES OF HEAVEN ARE IN THE CLOUDS.
THE GATES OF HELL ARE IN FRANCE.



AND WHEN HE GETS TO HEAVEN, TO ST. PETER HE WILL TELL.. ONE MORE SOLDIER REPORTING, SIR. I'VE SERVED MY TIME IN HELL..



PlayStation.2

MEDAL OF HONOR ALLIED ASSAULT AVAILABLE ON PC.



★ ★ ★ ★ *June 6th 666 hours. Omaha Beach. D-day.*

After three years of enemy occupation, the journey to take back France will be perilous.

Beware. If the hypothermia, underwater mines and Belgian Gates don't kill you, there will be plenty of Nazis awaiting your arrival only too glad to help finish the job.

Godspeed, soldier. Save yourself. Save France. Then save the world. Enlist at moh.ea.com

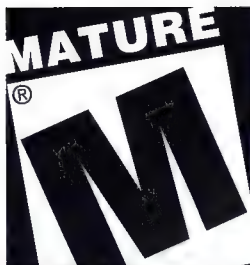


**YOU DON'T PLAY,
YOU VOLUNTEER.**



©2002 Electronic Arts Inc. Electronic Arts, EA GAMES, the EA GAMES logo and Medal of Honor Frontline are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

eagames.com



Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official OPM Box of Joy. Joy with an assortment of nifty goodies from all your favorite software companies.

How Not To Score With Women: By OPM, Apparently

Your "How To Score With Women" article in issue 57 managed to annoy me. But I figure if you're going to do something, you might as well do it right. So here are some more tips:

1) Keep your non-gamer girl away from games like *Onimusha*, *Devil May Cry* and *Final Fantasy X*. The men in these games are hotter than you'll ever be. You're going to suffer terrible humiliation when she starts comparing you to them in unflattering ways, playing the same scenes over and over just to stare at their glistening bobs, and finally telling you it's over between you and her because now that she has the Dante action figure [who has a much bigger sword than you'll ever have, by the way], she has all the man in her life that she needs.

2) Do not let her play racing games like *Gran Turismo 3* and *Need For Speed*. She'll begin wondering why the hell you haul her around in that ugly, beat-up, lime-green junk heap in the garage and not one of those shiny, red Dodge Vipers in the game. This will either end with you single or working three jobs in order to earn the money to fix up said junk heap.

3) Don't suggest playing sugary-sweet games like *Hells Kitty*, or she'll begin to think that you're one of those guys who like other guys. The more you deny it, the more she'll want to set you up with her best guy friend.

Angie
ldykicass@aol.com

CONTACT OPM

snail mail
PlayStation
Magazine
P.O. Box 3338
Oak Brook, IL
60522-3338

e-mail
opm@fdavis.com
and check
us out on
www.playstationmagazine.com

fax
If you need to
reach us now
630 362.9010



And Again

Normally, I love your magazine. But when I got my June issue in the mail today and read the article called "How to score with women," I felt sick. This is the kind of

QUESTION OF THE MOMENT

Last month, we asked if you were eager to play *Everquest* on PS2. Next month, tell us your feelings about online in general. E-mail us at OPM@fdavis.com. Mark your notes "ONLINE."

Recipe for *Everquest*: Put on PS2. Give it extras. Play until dead (or until a sequel comes out).

Charlie
Charlie2skool
@aol.com

I can't wait. I think the graphics look a bit sh—ty, but that's not what is important. What counts is that it's a compelling world that I can lose myself in for hours, days and weeks, just like on the PC!

"EverQuest Geek" via the Internet

What would you rather have? A cool PS2 game like *FFXI* or a crappy PC game? I know what I want.

John Kennedy
Bolingbrook, IL

News about the Protect the Children from Video Game Sex and Violence Act of 2002.

quietly breaks, and my initial reaction is, "Wow. Another politician out of touch with reality." But the more I think about this, the more I wonder, are the politicians the ones out of touch, or is it the gaming community?

Granted, politicians are notorious for being completely ignorant of the field in which they are working to get a law passed. I don't disagree with that.

So why are we out of touch? It has always been my stand that the game industry is going above and beyond the call of duty. From making a point of a game's rating in TV commercials to displaying that same rating prominently on the box to that ad series educating parents about the ESRB's rating system, there isn't much more the industry can do. My call has always been "Where are the parents?" We, as a community, are out of touch simply because we don't see that almost no one else is taking responsibility. The exception that proves the rule is Wal-Mart and its new policy of not selling games rated "M" to those under 17.

For once, the politicians made a heads-up move. They saw this problem and are working to fix it. If the parents had been more involved, then maybe we wouldn't have this problem. The unfortunate fact is that we don't live in a perfect world. So my plea is this: Those of us whose parents still have an influence on the games we buy, the movies we watch, etc., please show your parents what they're getting you. Get them involved in your hobbies. Please. There's no reason to have Capitol Hill breathing down our necks.

Sean:
sorryps2fan@hotmail.com

I'm sure we'll be getting plenty more e-mails like (and opposed to) this one. Fire away!

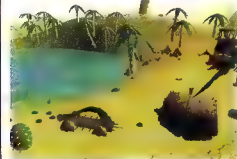
Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

• **ICO 2 BEING CANCELLED?** *Sexyhades*, like many of you, is concerned. "I received the unfortunate news that the *Ico* sequel will be scrapped. This is basically due to the fact that there's just no interest in the first one. This is a crime. Only 70,000 people bought this game?! I'm an artist and I can truly say that as far as sheer artistic beauty, this game has no equal. Yes, the game was short, but the puzzles were so intelligent and the characters so lovable. I just don't see why this poor little dude with horns didn't pull on America's heartstrings."

"Only 70,000 people bought it? That's a shame," *oral808* replies. "And yet the *Spec Ops* franchise continues to roll along. The *low Ico* sales reflect poorly on the gaming community as a whole. Along comes a brilliant, creative and original game, and yet people shun it. This was a perfect opportunity to show that we, as gamers, do have taste and can appreciate all types of games. It also would have shown the industry [had more of you bought it] that we love innovative games and game-play. Instead, we have told the gaming industry that we'd rather be force-fed the same clichéd bullshit over and over."

• **EVERQUEST** *Everquest* is coming to PS2 next spring," enthuses *KimmisuE*. "Yes, I know this is still some time away...but I am interested. The initial appeal of this game [on PC] to me was the other players and chatting with them in this virtual world. Also killing dragons. But the PS2 version is going to have standard phrases preset on the buttons. Which again brings me to the question, how much is this *Everquest* PS2 experience going to cost me? With Internet service, fee to play EQ, keyboard, modem—



it really adds up. So to those of you who play EQ currently, will you give the PS2 version a shot?" *theelement* responds,

"Nope I won't play it. I'm too busy wanting *FFXI*. Besides, paying for one online game is enough for me."

The only MMORPG games I want are *Star Wars Galaxies*, *World of Warcraft*, *PlanetSide* and maybe *Neocron*. **ArsenalGear4079** responds, citing about 10 years' worth of PC online gameplay. "But as for regular online PS2 games: *SOCOM* (but I won't be playing it online anyway as I don't have broadband), *THPS3* and 4, and *TimeSplitters 2*."

**THE ONLY THING LEFT
STANDING IS FREEDOM.**



FIRE BLADE

Feel the Roar of War



In the cockpit of Fireblade there is one goal: use whatever means available to annihilate the terrorist cells flaming up around the globe. Battle through 18 Missions in 4 campaigns at the helm of the carrier chopper or the Vendetta attack copter and unleash a barrage of hi-tech deadly weapons. Go turbo, or remain undetected from enemies in stealth mode. To win the war, you've got to end the war. Attack and destroy!



Blood and Gore
Violence



PlayStation®2

Witness the explosive action of Fire Blade firsthand at:
fireblade.midway.com



QUICK HITS

Althalus
althalus94
@aol.com

**ASK US ANYTHING AND WE'LL
DO OUR BEST TO ANSWER**

A: If you use your PS2 a lot like every day, it's actually probably best just to put it to sleep. Consumer-electronics items tend to not like spikes of power on a frequent basis, so if you're a heavy user, be kind and let it sleep. If you only

A: It's Xbox-only. It's also not that great.

Chat With Us

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the OPM Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

Official Contest and Sweepstakes Rules

[illegible]

18 Official U.S. PlayStation Magazine

"I WAS A 99 LB. BARBARIAN"

- Gothar of Gundria



BEFORE UPGRADE



AFTER UPGRADE*

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE** in **BARBARIAN**. Now nobody messes with me... **NOBODY!!!**"



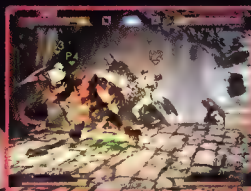
BARBARIAN is a revolutionary new game engineered to increase - and maintain - character power and ferociousness, fast! In recent head to head field tests, even mildly upgraded barbarians crushed their friends and foes without mercy. The **MASSIVE 1-PLAYER QUEST** mode - with 10 playable characters and hundreds of storyline branches - is the perfect training ground for customizing your barbarian, increasing strength and magic, winning friends and influencing people with pure brute force. But wait, that's not it, **BARBARIAN** also features an insane **MULTIPLAYER MODE** with up to 8 characters on screen at the same time, a totally interactive environment, and most of all the exclusive **Save-your-customized-Barbarian-and-take-him-anywhere-with-you** formula!

DON'T SETTLE FOR LESSER GAMES.
DEMAND BARBARIAN TODAY.

NEW & BETTER FORMULA
2/3 Brawl
1/3 Adventure



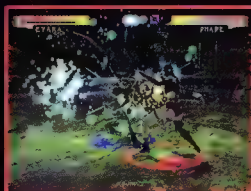
www.barbarian-game.com



"4-player mode is wicked. Now I could just find 4 opponents I haven't already killed. I would show you **BARBARIAN**'s on-character on-screen mayhem."

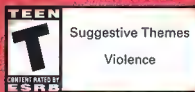


"Here I am getting Medieval on Keen, my weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, anytime I can grab onto something and show off..."



"I had no social life before, but now, with **BARBARIAN**'s GAVE AND RUN formula, I can take my muscles with me to a friend's... and wait 'til disco magic, if you know what I mean..."

* Your actual results may vary.
Mr. Saggy Breasts.

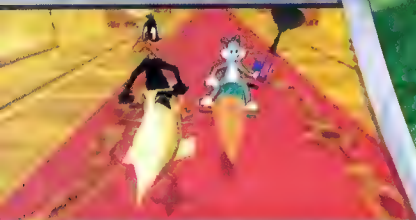
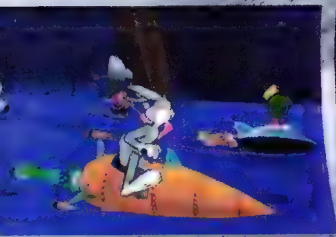


PlayStation.2



SPACE RACE™

Take off in rocket-powered space racers as one of 9 classic *Looney Tunes* characters in a crazy, no-holds-barred, winner-takes-all contest that spans the galaxy! Filled with over 15 hysterical gags, all-new tricks, tracks and fantastic rocket-racer upgrades, this is the race to beat all races.



PlayStation 2



**SPEED IS NOT
YOUR ONLY WEAPON!**



Mild Violence





INSIDE SPIN

24

Zoe Flower

Summertime, and the gaming ain't easy for our lovely media sensation.

28

Summer Movie Games

Cool off in the theater, reap head-bonks to play the dummys of summer movie games.

36

Cool Girl

The latest from Koopa E.T., the studio behind *Metal Gear*, stars a pair of very hot chicks.

40

What Ever Happened to Medal of Honor: Double Command?

41

hack

A brilliant-looking, triple-A-sized new RPG from the antihackers of developers.

42

Only in Japan

The IRS has got nothing on this evil taxman game.

43

Gish MacLaver

Barbaric Scot dishes the diet on the biggest games.

44

Media roundup

Music reviews, Web sites, DVD news and reviews, and a ton more.



photo courtesy of New Line Productions, Inc.

LORDS OF THE RINGS

EA and Universal confuse us all with movie and book-based games

We'll soon be absolutely inundated with ways to enjoy the *Lord of the Rings* in our living rooms. If you've been unclear on what exactly is going on with all the licensing nonsense, join the club. On one hand, we have *The Two Towers*, which is the first of numerous upcoming offerings from Electronic Arts. On the other, you have *The Fellowship of the Ring* from Universal Interactive, which was announced at E3 in May. So what's the difference? Are they really just movie tie-ins? No. It's actually a lot more complicated than that.

THE FELLOWSHIP OF THE RING

We'll take this one first, just because it's named after the first book. *The Fellowship of the Ring* is a single-player action-adventure game featuring Frodo, Gandalf and Aragorn. It's based on the first part of Tolkien's opus and, despite the movie also being based on the novel, this is the "game of the book," not the "game of the movie." Got that? Some would describe it as being like an RPG, but from what we've seen so far, it's actually not quite that heavy. There's a lot of emphasis on combat and there are 28 different types of bad guys for you to fight with. Tolkienites may or may not be able to justify that many different creatures, but with an onslaught that diverse, there's a good chance you're going to be using *The One Ring* quite extensively in order to completely contradict the moral core of the story. Sticking the thing on your finger unleashes skills like "Stealth," "Distraction" and "Magic," which is no doubt very useful.

The game is due out at the end of this year. From what we can tell, that will put it on shelves at almost exactly the same time as EA's game, which benefits from being named after the next movie, also due at that time.

THE TWO TOWERS

As if it weren't confusing enough that two different game series are based on the same

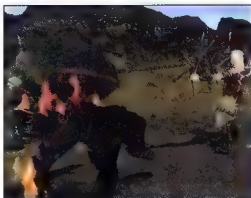
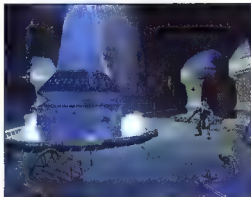
core franchise, EA's release compounds things further. How? Well, it's called *The Two Towers*, but it's actually more than that. Huh? Its more action-heavy gameplay gives it the look and feel of a cross between *Dynasty Warriors* and *Golden Axe*. As such, it plucks all the best fights from *Fellowship* and mixes them up with even more bloody punch-ups from *Two Towers* to create a smorgasbord of Middle-earth mayhem. Throw in some extremely cool visuals generated with the full cooperation of the movie production, and you have a kind of refresher course for all the big set-pieces in the first two books/movies. Peter Jackson has even been checking in on the project from time to

time, and the "real" actors will be providing the voice work, too.

RETURN OF THE KING

So what's next? We know already that the teams at EA are working on a follow-up game that is, thankfully for the sake of our sanity, named after the third book (and movie), but as yet it's unclear whether or not it will be another action game. Universal is very quiet as to its plans, although it would be safe to assume that it will be following *Fellowship* with two more games that are appropriately titled.

Let's get a show of hands here. Who thinks this situation is all a bit ridiculous?



The mayhem-filled screens on the left are from Electronic Arts' action game *The Two Towers*, while the idyllic scenes on the right come from Universal's action-adventure *The Fellowship of the Ring*.

I HEAR FAMOUS PEOPLE

An all-star cast for Square's *Kingdom Hearts*

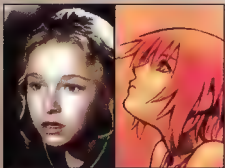
As if Donald, Goofy and just about every Disney character imaginable wasn't enough. As if the countless Final Fantasy games didn't further brighten the star power. As if Tetsuya Nomura (*Final Fantasy VII*, *VIII*, *X*) and his team of talented Square developers weren't proof of this game's potential. Now Square is further boosting the kilowatts with the addition of several major actors who will be handling the voice work for *Kingdom Hearts*.

Leading the cast is none other than Haley Joel Osment (*The Sixth Sense*, *A.I. Artificial Intelligence*), who'll take on the role of lead character Sora. Also joining the lineup are David Gallagher (*Seventh Heaven*) as Riku and Hayden Panettiere (*Ally McBeal*, *Remember the Titans*) as Kairi. And that's not all. Three other actors have been named, although their roles have yet to be announced: Sean Astin (*The Lord of the Rings*), David Boreanaz (*Angel*, *Valentine*) and Christy Romano (*Even Stevens*, *Kim Possible*).

And here's some extra-special news for *OPM* readers: Not only will we feature a gorgeous *Kingdom Hearts* video trailer on next month's demo disc, but we'll have an actual playable demo of the game in our October issue, just so you can see for yourself why we're so absolutely psyched for this odd yet incredibly fun Disney/Square action/RPG!



David Gallagher voices Riku



Hayden Panettiere plays Kairi



Haley Joel Osment stars as Sora

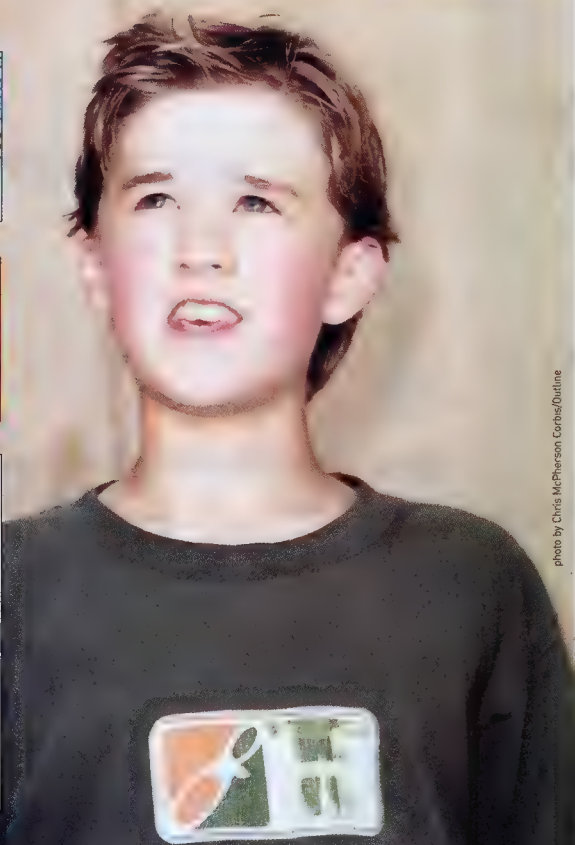


photo by Chris McPherson Corbis/Outline

THUG LIFE

IS *TRUE CRIME* THE *GTA3*-BEATER?

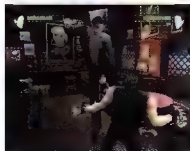
Don't roll your eyes when we say this, but Activision's *True Crime Streets of L.A.* might have what it takes to join *Grand Theft Auto III* as one of the PS2's finest.

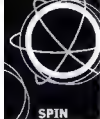
One feature that distinguishes *True Crime* from the game it will surely be compared with: It boasts a real-world setting. Detective Nick Kang has a bone to pick with the L.A. underworld, and you'll lead him through 20 branching missions and more than 100 sub-missions. The different missions lead you on varied paths through the game's story. Stopping a robbery could tip you off to later wranglings, but if you miff a bust, you could get a precious informant killed. Random missions might also come cracking over your car radio. There should be plenty to do since you're tackling crime in a 400-square-mile metropolis.

The freedom of *GTA3* will be even greater here. Luxoflux, the team responsible for the *Vigilante 8* series, has made it so you can scour the city for crime tips from local gun merchants or even a doughnut-shop owner.

You can drive, you can shoot, but there's also an emphasis on hand-to-hand combat. Plus, you can improve your skills in any category by going to one of L.A.'s docks or gun ranges.

There's no telling how groundbreaking *True Crime* will be yet. But we're ready to dive in.





Nyko Air

Intense matches of *Virtua Fighter 4* getting your hands all sweaty? Check out Nyko's AirFlow controller. With its built-in fan, the AirFlow will keep you cool when it comes out this summer.

ZOE'S WORLD

BORN ON THE 24TH OF JULY

It's summertime in the city and, whether it's the long hours of sunshine, driving with the top down (not my top down), the bustling lines of Star Wars fans cramming for sneak-preview tickets, or patio barbecues with sangria and samba music, it's simply my favorite time of year. Unfortunately, summer also means that the usual torrential tributaries of the video-game world slow to a meager trickle. While still a babbling brook in spring, the gaming shelves hit full-scale drought come July.

Naturally, many of you may not notice this to the same degree as I have for years on end. Being a Leo, however, July tends to include some receipt of birthday gifts on my part, and with so many well-meaning friends understanding my passion for pixels...well, a video game seems like the perfect gift! I try to look enthused when unwrapping my third copy of a Major League Baseball-inspired game, but I'm just thinking about how nice it will be to have a matching set of table coasters—shiny CDs scattered about to hold those extra-large margaritas!

So now you think I'm ungrateful with my friends (which is not true, because one of the best birthdays ever was the time they all chipped in and bought me a PlayStation with *Tekken*, and we spent the entire night fighting in a round-robin and drinking Coronas whenever I lost). You might also think I'm an alcoholic who abhors baseball. But the point is that summer traditionally slumps when it comes to games. Yes, thanks industry pundits. I know the kids are all frolicking in the meadows and skateboarding and playing Frisbee and taking sunset strolls and sharing gelato flavors with their latest crush. And when they do step into the shade, it's for two or three hours of larger-than-life action in the latest popcorn-infused blockbuster. Heaven forbid releasing your hit before the school semester rolls in and the BMX goes back in the garage.

But what about all of us "adults" who have been working 8-12 hours a day, rain or shine, looking for some relaxing downtime in front of our PS2s? Did you forget that the video-game kids grew up in the '80s and '90s and want to play games as much in July as they do on Christmas morning? Don't think flaunting screenshots and secret video screenings at E3 every spring is enough to keep us satiated through to September. Maybe we're all heading to *Episode II* and *Scooby-Doo* and *Spider-Man* because there's nobody in console land to keep us company (*Spider-Man* is just a must-see, regardless of what games are out). Perhaps this summer will be different come July 24. And even if the game selection is sadly stark, I can always hope for three copies of *Wipeout Fusion* that I can covet and sell on eBay.

Zoe Flower is a multimedia superstar. Check out her Web site, www.zoeflower.com



Illustration by Mark Kri

PlayStation Price Drops!

SONY REVEALS NEW PRICE POINTS FOR PSONE AND PS2

While most industry insiders believed that both Microsoft and Sony would drop the prices of their consoles at the Electronic Entertainment Expo in late May, the common wisdom was that Microsoft would move first, with Sony following. Instead, Sony grabbed (and arguably held) the spotlight first by announcing its price changes a full week before the big E3 show.

In case you haven't visited your local games store lately and seen for yourself, here's the scoop: Sony drastically dropped the price of the PS2 to \$199 (down from \$299) and the price of the PSone to \$49 (down from \$99). What's more, you can now pick up the

PSone and LCD bundle package for just \$149. Both systems are expected to sell exceedingly well at these new price points, especially the PS2. Sony's move "more than doubles the audience that can afford a PlayStation 2," Richard Doherty of The Envisioneering Group, a Seaforth, N.Y., technology-assessment firm, told the *New York Times*. Sales of the PSone didn't start to really take off until Sony lowered its price to \$199 back in 1996, which has game makers quite excited about the future of the PS2. "I think most research shows \$199 is the right price for consumers to really start opening their wallets," says Brian Farrell, CEO of THQ.

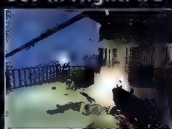
Along with the console price drops, Sony also revealed that PS2 Memory Cards and Dual Shock 2 controllers will be cheaper too: down from \$34 to \$24—a definite money-saver for most gamers.



Now gamers can enjoy playing the PSone classics on the go for a mere \$149.

DATA STREAM

007 in NightFire



Previously dubbed *Phoenix Rising*, the next James Bond game is now officially titled *NightFire* and will hit in late 2002. Above is a first screen.

Back in the Zone



Konami has announced its *Zone of the Enders* sequel, *Zone 2: The 2nd Runner* for next year. Good news: It'll be longer.

PS1 Collections



Sony has released collectors' edition sets for *Spyro the Dragon* and *Crash Bandicoot*. Containing three games each, the sets retail for \$39.99.









30 MILLION SERVED

The PS2 continues to sell like crazy. Just three short months after Sony announced it had shipped 26 million units worldwide, the company revealed in May that it had reached the 30 million mark. Granted, that's units shipped to stores, not actually sold-through—but at the pace the PS2 seems to be going, we expect that by the time you read this, all of those systems will have flown off the shelves. In North America, Sony stands strong with 11.3 million units shipped. Both the Xbox and GameCube remain in the 2 million range. We just wonder what sort of madness will ensue now that Sony has decided to lower the PS2's price to \$200....



Millions of units

JULY CALENDAR

1 MONDAY • <i>Lord of the Rings</i> beauty Liv Ullmann (25) shares a b-day with Kelly Slater's ex-girl Pam Anderson (35).	3 WEDNESDAY • Sequel mania begins when Men in Black 2 storms theaters. • Megastar Tom Cruise turns 40.	6 SATURDAY • What's George W. doing for his 56th b-day? We reckon he'll head over to see Rob Zombie and Ozzy Osbourne at Ozzfest 2002 in Bristol, VA.	9 TUESDAY • Oasis drops further from the musical mountain with Heaven Chemistry , while Tom Hanks keeps rising at the age of 46.	12 FRIDAY • Tom Hanks returns to the silver screen in Road to Perdition . 	16 TUESDAY • Mark of Kri releases along with Jimmy Neutron . • Dave Matthews Band and the Austin Powers soundtrack both release. 
17 WEDNESDAY • Alicia Keys , megastar in the make, kicks off her hot summer tour. 	18 THURSDAY • OutKast , Lauren Hill and The Roots kick it old school at the Smokin' Grooves tour opener the very day that Vin Diesel turns 35. 	23 TUESDAY • Monica returns with her new album TBD . 	26 FRIDAY • Yeah, baby! July's sequel mania concludes when Mike Meyers returns in the new Austin Powers . Kevin Spacey turns 43. 	28 SUNDAY • You want star power? Head over to Moby's Area2 tour, which features musical legend David Bowie and fly artist Busta Rhymes . 	30 TUESDAY • Dorm life as you know it changes forever when EA Sports' NCAA 2003 lands on campus, while the uppies can play Sega Sports Tennis . 

All dates are correct as of press time. So, please don't write us if *Mark of Kri* doesn't come out exactly on the 16th.



DAVID
BECKHAM

Player Card 7



Position **Midfield**

Height **5'11"**

Weight **147lbs.**

Born **2/7/75**

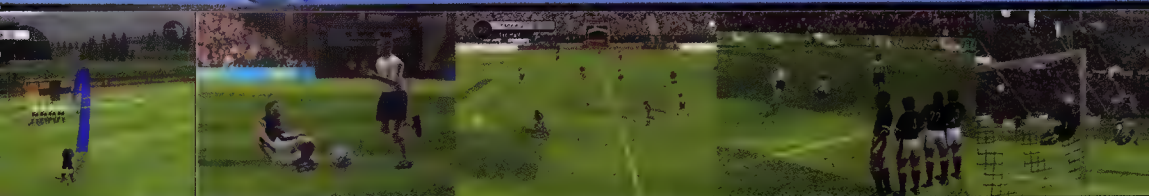
- Kicks a soccer ball 98-Mph.
- Runs nearly 9 miles a game.
- Has multiple MVP and Player of the Year awards.
- Captain - Team England.

**Helped create a game
worthy of his name.**

DAVID
BECKHAM
SOCCER



www.na.psn.com/beckham



Developed in England under superstar David Beckham's watchful eye, prepare yourself for the most complete soccer game ever created. Over 200 international and club teams compete for glory through multiple tournament and training modes, while spot-on commentary and advanced A.I. assure authenticity. Are you ready to step into his world?



GAME BOY ADVANCE



RAGE



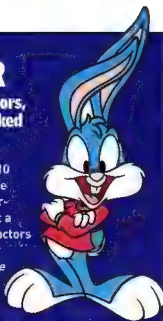
© 2004 MAGES Corporation. All rights reserved. MAGES Corporation is not responsible for any damage to your computer or other equipment caused by the use of this software. Please refer to the user manual for more information. MAGES Corporation is not responsible for any damage to your computer or other equipment caused by the use of this software. Please refer to the user manual for more information.



REUNION TOUR

For the *Tiny Toons* voice actors, Conspiracy's new game marked their 12-year reunion

Normally, reunions are held after 10 years, but for the actors who did the voices on the classic *Tiny Toons* cartoons, they had to wait 12. It wasn't a new show or movie that got these actors together again, either—it was *Tiny Toons Adventures: Defenders of the Looniverse*, a new PS2 game from Conspiracy. But to actually hear Babs, Montana Max and Buster Bunny (a.k.a. Tress MacNeille, Danny Cooksey and Charlie Adler, respectively), it was worth the wait.



OPM: After 12 years, was it hard getting these voices back?

Tress MacNeille [voice of Barbara Ann "Babs" Bunny]: No, they're just etched into my minds.
Danny Cooksey [Montana Max]: Though I actually didn't know what was going to come out of my mouth until I got here. But it ended up working out. Then again, I just scream everything.
Charlie Adler [Buster Bunny]: You know, it's funny, when we were sitting in the lobby, it was like only a day had gone by. Of course, none of us can move the same way.

OPM: Did they have to convince you guys to do this?

Danny: Not at all. It was fun to come back and do it all again.
Tress: We were all looking forward to working together again.

OPM: Charlie and Tress, you've both done voices in video games before. Did it make a difference that you had previously done the character in a cartoon?

Charlie: No, it wasn't different at all. There just wasn't as much freedom. We improvised like mad when we did the series and really fed off each other, and this was a little more rigid, but it felt very similar.

OPM: Is doing the voice for a game different than doing it for a cartoon?

Tress: With video games, you used to have to be very articulate and clear about what you said, but now you can be a bit more relaxed about it.
Danny: It didn't seem any different for me. I play video games, so I understood why doing this is so choppy.

OPM: Do you pay a lot of attention to the voice acting when you play?

Danny: I guess, to a degree. Like I'm looking forward to playing *Grand Theft Auto III*, which has a lot of good actors doing the voices.

OPM: Do you ever use your skills for other things, like crank calls or bypassing voice-activated security systems?

Tress: I'm far too mature to make a crank phone call, but there are ways that you can, say, thinly veil a crack by using a character voice. Instead of saying, "Shut up," you can say [in the voice of Agnes Skinner from *The Simpsons*], "Why don't you shut your pie hole!"

OPM: We have to ask—when your character has had to yell "Plucky Duck," have you ever, y'know, plucked up?

Charlie: On purpose! You're dangling bait in front of trunts. We're brats in that room. Everything's fair game. We just go off.

—Paul Semel

FULL CONTACT

Sega and EA draft media moguls into their football war

ESPN 2K3

Since the PS2's birth, ESPN has been poorly represented, no thanks to its degradingly lackluster marriage to Konami's sports division. But all that's going to change. Now ESPN is pairing with Sega Sports to be a part of every one of their sports games, starting with *NCAA College Football 2K3* and *NFL 2K3*.

The authentic ESPN broadcast style is being added to our games so we can further increase the TV realism people have come to expect from our sports franchises," says Tom Nichols, Sega of America's group director of sports marketing.

As for the ESPN personalities, expect those to be littered into the games. But it'll be a slow progression. For now, Sega's happy with its announcing situation, favoring unknown actors over star sportscasters. You can expect Chris Berman introductions for *NFL 2K3* and ESPN Bottom Line-style overlays to keep up with other games around the league. The real focus of the ESPN/Sega Sports partnership is on making the game feel like TV, something the 2K series has had success with.

"Since sports gamers want to play their sports

games the same way they watch them," says Nichols, "Sega Sports was looking for a media partner who truly understood sports broadcast presentation and the sports consumer—and who better fits that criteria than ESPN?"



Dream Team

If you had to name today's most famous sports announcers, you'd likely come up with the folks who man the EA Sports booth for *Madden 2003*. Al Michaels, the voice of *Monday Night Football* since 1986, will be accompanied by John Madden not only in the *MNF* booth this coming season but in Madden's video-game booth as well.

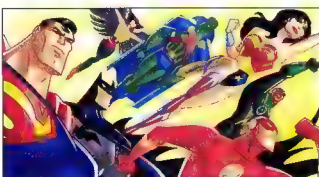
"I have two young nephews who have been playing this game for a number of years and the fact that I will be announcing the real Super Bowl for the fifth time this year means absolutely nothing to them," says Michaels. "But the fact that I'm a part of *Madden 2003* is everything."

Michaels has won a truckload of awards since he began sportscasting in 1976, including the coveted Sportscaster of the Year in 1996 from the American Sportscasters Association.

JUSTICE FOR ALL

MIDWAY REVEALS ITS JUSTICE LEAGUE PLANS

You might remember our mentioning last month that Midway recently nabbed the rights to publish games based on the adventures of one of comicdom's greatest teams, the Justice League. Only now, however, has the company actually hinted at what it plans to do with the super-powered license. PS2 owners can expect at least two games in the near future—one based on the hit Cartoon Network *Justice League* series, the other on DC's monthly *JLA* comic book. Of course, the list of



heroes set to appear in the games is huge: Superman, Batman, Wonder Woman, Flash, Green Lantern, Martian Manhunter, Aquaman and Hawkgirl. Meanwhile, colorful villains like the Joker, Mongul, Lex Luthor, Cheetah, Solomon Grundy, Gorilla Grodd, Felix Faust and more have been named as possible antagonists.

INFOGRADES ENTERS THE MATRIX

Because Interplay has run into tough financial times as of late, the company was recently forced to give up one of its biggest assets: Shiny Entertainment, the exclusive developer of the games based on the upcoming Matrix sequels, *The Matrix: Reloaded* and *The Matrix: Revolutions*. Without a second to spare, French giant Infogrames swooped in and bought the developer, granting the company the rights to publish the future Matrix titles. The game based on *Reloaded* is expected to ship next summer alongside the release of the film.



Think you got what it takes to control her?

ENDGAME



Violence



PlayStation 2



Guncon

GUNCON 2



© 2001/2002 Empire Interactive Europe Ltd. Published by Empire Interactive, Inc. Licensed for play on the PlayStation 2 computer entertainment system only. "PlayStation" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. GUNCON™ & GUNCON 2™ are trademarks of GUNCON™ & GUNCON 2™. All rights reserved. GUNCON™ & GUNCON 2™ are trademarks of GUNCON™ & GUNCON 2™. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.



SUMMER MOVIE GAMES

Hollywood's biggest blockbusters offer the perfect fodder for video-game companies

We love summer. Sure, the gaming can be on the slow side, but every now and then it's nice to leave the house and do something constructive—like see a movie! Everyone knows the best times at your local multiplex are to be had when you sweat profusely just by stepping outside. And game companies know that with every popular summer flick also lies the potential for a popular game—whether it's actually worth playing or not. For some reason, the summer of 2002 seems to have more games based on its films than most in recent memory. What kicked off with *Spider-Man* (which defied precedent by actually being good) continues with everything you see here.

THE MOVIE **Star Wars: Episode II— Attack Of The Clones**

Starring: Ewan McGregor,
Natalie Portman, Hayden
Christensen, Samuel L. Jackson,
Yoda

Studio: 20th Century Fox

In Theaters: Now

Web Site: www.starwars.com

By now, you'd think that anyone interested in the new *Star Wars* would have seen it. But since

Attack of the Clones is the strongest episode since 1980's *The Empire Strikes Back*, people are still likely camping outside the theater, hoping to get in. For them, let's recap. It's just Jar Jar Binks, alone on a bare stage, singing the best of Celine Dion and Bread for two hours. Oh, and there's some little bit about a struggle within the Republic that makes Padmé Amidala a target, Anakin her protector, and Obi-Wan an investigator

who uncovers a sinister plot. As usual, R2-D2 gives the kind of understated but powerful performance that has made him a Hollywood icon for more than a quarter of a century, though his hetero life-partner C-3PO is unfortunately burdened with the task of entertaining the kids...who have no sense of humor. Watching this, you'll finally





understand how that sweet, innocent boy in *The Phantom Menace* could become that big, bad bitch in *Empire* (and the voice of CNN), where Princess Leia got her fashion sense, and why Yoda's lightsaber—not Mace Windu's—is the one with "Bad Motherf—er" written all over it.

THE GAMES

Star Wars: The Clone Wars (PS2, LucasArts, fall)



So, why isn't this one called Attack of the Clones?

Simple. It's based on the events immediately following *Episode II*, sort of making it an "Episode 2.1." You were wondering why Lucas went with such an odd title for his movie, right? Well, now you know! *The Clone Wars* was already taken by LucasArts! (OK...maybe not.)

I don't see Anakin anywhere. Or Obi-Wan. What's up with that?

The Clone Wars takes the *Starfighter* approach, as it introduces new main characters as a side story

to the films. In this case, you're a yet-to-be-identified Jedi cruising around Geonosis and five other planets in heavily armed, land-based war machines.

So it's like Twisted Metal, then? (Or, excuse me for neglecting it, perhaps Star Wars: Demolition?)

Sort of. Though it features heavy inspiration from vehicular-combat games, *Clone Wars* is better described as a land-based *Starfighter* meets *Rogue Squadron*. You're not just on your own against the world, for example—you have comrades to call

less-complicated version of the Genesis classic *Herzog Zwei*. And we know that *Army Men RTS* developer Pandemic Studios is capable of putting together a solid product!

Cool. But still, there doesn't seem to be much "Star" in this Star Wars game.

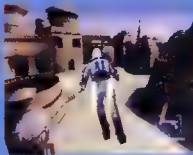
Good observation. That's because none of it actually takes place in space. It's entirely planet-based.

I must know more!

Sorry, friend. Since *Clone Wars* is so early, that's about all we have to report at this point. But you'd better believe the updates will continue to pour in over the next few months.

Star Wars: Bounty Hunter (PS2, LucasArts, fall)

Do I really, seriously, honestly get to play as the Jango Fett, the universe's biggest badass? Do I, do I? Cut your sugar intake there, hero worshiper. The answer is yes. You



do indeed play as Jango Fett—which means you have access to all of his rad "toys," including thermal detonators, flash grenades, dual blaster pistols, a flame projector and two different jet packs (one for firing missiles, the other for flying). But we're sad to say that his knee darts won't be available in the game.

No knee darts? You're kidding! I love the knee darts! We're not kidding. And how can

you love knee darts? Love the Mandalorian armor or the I.D. scope, but not the knee darts. That's the only weapon from the movie that's not in the game.

OK, so no knee darts. Does that mean Bounty Hunter follows the movie's events otherwise?

First of all, please stop saying "knee darts." To answer your question, *Bounty Hunter* features Jango on his own, hunting fugitives, mixing it up, kicking it bounty school—all independent of the silver-screen version. In the game, you start out working for Rozzatta, a Toydarian (like Watto), but later you start chasing a deranged Jedi who has a colossal price on his head.

So Jango is Boba's father? Weird. I didn't know robots made sweet, sweet nookie. They don't, doofus. That's just a suit. There's a human inside.

Will I befriend the poppa of Greedo or IG-88?

First off, IG-88 is a robot, and robots don't make sweet, sweet nookie. Second, the game has some grody creatures in it, ranging from Grans (Ree-Yees from *Jedi*) to Aqualish (Walrusman). But the appearance of other popular bounty hunters is unlikely. The only one we know of who shows up is Zam Wessel—whether Jango likes it or not. (He's always found her a little shy.)

THE MOVIE

The Sum of All Fears

Starring: Ben Affleck, Morgan Freeman, Liev Schreiber, Bridget Moynahan

Studio: Paramount

In Theaters: May 31

Web Site: www.paramount.com

Jack Ryan is quickly becoming the new Batman. Now the main character in yet another movie based on a Tom Clancy book, Ryan

is on to the third actor to portray him in four movies, just like the Dark Knight. Thankfully though, *The Sum of All Fears* looks a hell of a lot better than *Batman and Robin*. Taking over the role, Ben Affleck replaces Harrison Ford (*Patriot Games*, *Clear and Present Danger*) and Alec Baldwin (*The Hunt for Red October*) in a prequel that, due to some big explosions supplied by clever terrorists, could set in motion a World War III. And did we mention the trailer alludes to one such blast taking place during the Super Bowl?

THE GAME

The Sum of All Fears (PS2, Ubi Soft, fall)

Does this game follow the events of the film?

Here's a quote from Laurent Detoc, president of Ubi Soft: "The *Sum of All Fears* will give players the chance to fully experience the fast-paced action of this Tom Clancy bestseller at home." Thanks, Laurent, but most Clancy fans are already enjoying Tom Clancy's bestsellers at home. So to reiterate, yes. It will even expand upon the movie



to include further events from the book as well.

So you're Jack Ryan, then?

Nope. We're honestly a bit disappointed that the character's video-game debut is on the sidelines giving orders, but that doesn't mean the game itself can't still rock. In reality, you merely take



orders from Ryan as you join the FBI hostage rescue team assigned to track down conspirators against the U.S.

Does Ryan at least look or sound like Ben Affleck?

No again. Actually, Ubi Soft is currently unable to confirm if we'll get to see Ryan's face. But even if we do, we're told not to expect a Holden McNeal lookalike.

I don't read Clancy novels because he writes one every 10 minutes, but I will check out the movie. Should I care about the game?

With locations like West Virginia, the Middle East and South Africa, we're expecting this to be a visual cavalcade for environments. And we're all for political intrigue. But the best indication is that the developer of *Sum*, Red Storm, was behind *Ghost Recon*, a game based on Clancy's work that some touted as 2001's best PC game of the year.

THE MOVIE **Scooby-Doo**

Starring: Matthew Lillard, Freddie Prinze Jr., Sarah Michelle Gellar, Rowan Atkinson
Studio: Warner Bros.
In Theaters: June 14
Web Site: www.scoobydoo.com

Scooby-Doo, the only cartoon inspired by a

Frank Sinatra song ("scooby-doo-doo," from "Strangers in the Night") finally makes the leap to the big screen. The only twist? Humans replace the cartoon forms of Shaggy, Fred, Velma and Daphne—except for the title character, that is. Scooby himself comes to life via the wonders of CGI, hanging out with what trailers reveal as a spot-on interpretation of Shaggy by Matthew Lillard. The story revolves around Scooby and his meddling, teenaged pals solving a mystery on Spooky Island. We don't expect to see the Harlem Globetrotters, Phyllis Diller or Don Knotts...but you never know what kind of modern-day cameos might await us in the flick. Zoinks!

THE GAME **Scooby-Doo: Night of 100 Frights (PS2, THQ, available now)**

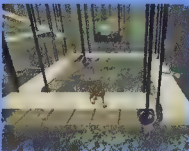
I bet this one is based directly on the movie and isn't just a cynical license tie-in with no relevance whatsoever!

Um, nope. You're wrong. Instead, it's based directly on the cartoon and just so happens to be coming out at the same time as the movie. Some coincidence, huh?

Doggone it! So what is similar here?

Well, they both have Scooby and his pals. And in both the

game and the movie, Scooby is a computer-generated creation,



not a live dog-actor. Otherwise, *Scooby-Doo: Night of 100 Frights* is your basic hop-and-bop platformer. Which the movie is not.

But will the game get me through the dog days of summer?

Check out our review this month for that answer. But in short, pick this up only if you're a younger gamer or if you're a diehard Scooby fan.

At least there's no Scrappy, though...
Thank God

THE MOVIE **Minority Report**

Starring: Tom Cruise, Colin Farrell, Samantha Morton, Max Von Sydow
Studio: 20th Century Fox
In Theaters: June 21
Web Site: minorityreport.com

Call it Orwellian. Call it Huxleyan. But please don't refer

THE GAME **Minority Report (PS2, Activision, fall)**

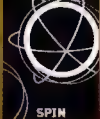
How closely does the game follow the film?

Loosely, but it does. The game has its own story, though we're not sure how far it can stray since you play as the Cruise protagonist, John Anderton. You'll notice similarities from the film, but many of the environments don't actually exist in the flick.

Do I use the "sick stick"?

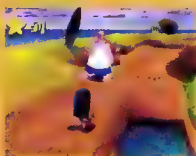
In the movie, the "sick stick" is a weapon that stuns its victims by





first-hand the events of the film, dammit!

Well, Sony's happy to oblige with a straightforward platform game that's even more kid-centric than *Experiment 626*. It does indeed follow the plot of the



movie, for the most part—though it involves a great deal more combat, especially in regard to the 5-year-old protagonist. To help set up each of the 23 levels, you can even watch some actual clips from the movie. And if that's not enough, collecting enough reel icons throughout the game unlocks other cool things like movie trailers [the *Aladdin* parody is a must-see].

Trailers are cool. But how's the action?

Quite honestly, it's something only kids will really dig. Depending on the level, you as either Lilo or Stitch basically run straight ahead collecting stars or coffee cups. If Stitch drinks enough coffee, it gets to him, and he can literally roll through opposition like an Experiment 626 possessed.

Opposition? Who'd want to oppose Lilo and Stitch?

Oh, you know...human-sized Venus fly traps, rampaging warthogs, pissed-off porcupines, fire-breathing tit masks, gun-toting aliens—just your typical, everyday Hawaiian hazards. To combat such antagonists, Lilo and Stitch both share a similar assortment of moves, including butt bounces, spins and special close-range attacks. Beware the voodoo magic of Lilo!

Voodoo?! Scary! Hold me! No.

THE MOVIE Men In Black II

Starring: Will Smith, Tommy

Lee Jones, Lara Flynn Boyle
Studio: Columbia Pictures
In Theaters: July 3
Web Site: www.meninblack.com

Hard to believe, but five years have passed since the first *Men In Black* ruled the summer of '97. Well, don't expect its sequel to dominate the box office this year, thanks to *Spider-Man* and *Attack of the Clones*. But the undeniably likable team of Big Willy and Old Tommy Lee should have folks packing theaters wanting to see the galaxy-defenders in action. This time, the MIBs re-recruit Agent J [Jones] character had his memory erased at the end of the last one, if you remember) to help Agent K [Smith] thwart the evil plans of an alien who looks like that chick on *The Practice* [don't worry—we're pretty sure she'd never try to eat you].

THE GAME Men In Black II: Alien Escape (PS2, Atari, July)

They've gone through the trouble to add a "II"—it's gotta be based on the action of the movie!

Not exactly. You won't be playing through the events of *Men In Black II* in *Alien Escape*. However, that doesn't mean you won't see a lot of the same characters—namely J, K and a slew of familiar aliens. You might even recognize boss characters like Jarra from the flick.

Are there any other big boss characters?

You bet! The whole game has a distinct old-school shooter feel—very "*Contra* in 3D," actually—and a big part of that is the huge bosses who don't let up

when it comes to firepower. Adding to the old-schoolishness of it all, each boss has weak spots that you'll know you've hit when they flash red. Just like the good ol' days

Wait a sec. You said it's like Contra. Explain!

Remember the simple gameplay formula of "there's something, so shoot it" that now almost seems like a thing of the past? It roars back with a vengeance in *Escape*. All you need to worry about in the game is shooting up aliens and not getting shot up yourself. Well, that's not entirely true. There is some degree of strategy involved as you choose the most ideal weapons for given situations. You also need to make spur-of-the-moment decisions about when to shoot rapid weak shots as opposed to taking time to power up your weapon for a devastating attack. Some of the weapons even remind us of *Contra*—especially the gun that fires lasers in three directions!

Sounds fun! But how's it look?

The graphics in *Escape* don't seem phenomenal at this point, but they certainly get the job done. Your various guns spew off lasers spanning the color spectrum, with lots of coo, particle effects involved. Sometimes your firefights are so hectic that literally half the screen is taken up by lasers and explosions!

Again, I'm concerned about the game not following Men In Black II. Please tell me that Will Smith and Tommy Lee Jones provide the voice work, at least!

We would tell you that...but we'd be lying. Isn't fun gameplay enough? Sheesh.

THE MOVIE Reign of Fire

Starring: Matthew McConaughey, Christian Bale, Izabella Scorupco, Gerard Butler
Studio: Touchstone Pictures
In Theaters: July 12
Web Site: www.reignoffire.com

The idea takes a little getting used to, but the more you think about it, the cooler it gets. In London, 20 years after a fire-breathing beast is awoken from a long slumber [making it the year 2024], a small community of humans struggles to survive—against a force of dragons that has grown to a million. Quinn [Bale], the group's leader, believes the humans can outlast the beasts if they're patient, but then the community is discovered by a hot-shot American named Van Zan [McConaughey], who claims to know how to kill the dragons and save mankind. *Reign of Fire* nimbly blends a medieval past with a postapocalyptic future.

THE GAME Reign of Fire (PS2, Bam!, fall)

So, which movie star do I get to play as in the game?
Matthew McConaughey? Christian Bale? The sexy Izabella Scorupco?

None of 'em, sonny. Even though the game basically follows the events of the film, you're still kind of just a generic dude fighting the war against the dragons with all sorts of high-tech weapons, some straight from the flick. The main characters do exist, though, to help move the action along. And even though you're not one of them, you still



Well, if you don't wanna beat 'em, you should join 'em—and you can. Much like *Jurassic Park* on Genesis (where you could terrorize Isla Nublar with the raptor), *Reign* lets you assume the wings of an infant dragon that matures throughout the course of the game—including strengthened fire attacks as you go. Enjoy yourself as you eradicate humanity!



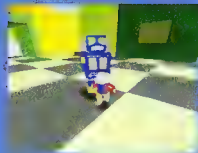
Oh, just your typical ways, really. Much of *Reign* takes place in London like the film, and the original score provides further synergy. Don't count on actual star voices, though.

Then this is your type of game.

Starring: Michael J. Fox [voice],
Geena Davis, Nathan Lane [voice],
Jonathan Lipnicki
Studio: Sony Pictures
In Theaters: July 19
Web Site: www.stuartlittle.com

THE GAME
Stuart Little 2
(PSone, Sony CEA, July)

Indeed. From the Littles' house, to Central Park, to the final showdown with Falcon in the eighth level, the environments of the game echo those in the fuck. Stuart's friends play a role, as well, as Snowbell the cat welcomes you to the level select screen and Margaio the canary offers you gameplay tips. And with 12 hidden minigames, you can even



Um...if you say so. Still, beyond the minigames, *Stuart 2* is a primarily ground-based affair, with lots of hopping around like a happy little mouse. Just watch out for insects the size of you and the likes of malicious toy robots who want nothing more than to be the Tom to your Jerry. Of course, you can show them who's boss with a tailwhip or a fresh batch of throwable grapes and cherries. Nothin' wipes out evil like fresh fruit!

One might argue as much. To truly enjoy *Stuart 2*, you pretty much have to be a kid in love with the film. And even still, some parental guidance might be necessary in order to make it through the better part of the game. It can be said that we play our fair share of games around here, so it doesn't seem quite right when we can't find every item in the first level of a kid game.

OPM: *Reign of Fire* has one of the more unique premises we've heard in a while. What drew you to the project?

Bale: This is the first decent dragon movie

No talking dragons, no singing dragons, no dancing dragons. [Director] Rob Bowman told me he wanted to make the grittiest film possible—to create real characters instead of bland figures who are there just to get toasted. This movie is smart, has substance and unprecedented special effects. Many movies with special effects neglect the first two. It is unlike any movie I have ever made.

Bale: Yes, if dragons should ever actually invade Earth, the world leaders would do well to study *Reign of Fire* or else face extinction of our species. It will become the instructional video for all mankind, and the game will be the best simulator around. This movie could save our planet!



THE
MAGNIFICENT.

Samurai's Destiny

AUGUST 28, 2002



PlayStation 2



Violence
Blood and Gore



Comic Mischief
Violence

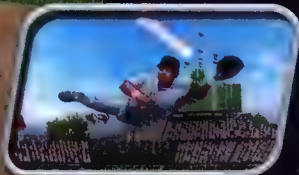


PLAYSTATION



GAME BOY ADVANCE

1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.



FIGHT FIRE WITH FIRE

THE SUMMERTIME GAME JUST GOT SMOKIN'. MLB® SLUGFEST™ 20-03 AND ALEX RODRIGUEZ IGNITE AMERICA'S NATIONAL PASTIME WITH A TORRID BLEND OF AGGRESSIVE, ADRENALINE-STYLE ACTION AND AUTHENTIC MAJOR LEAGUE BASEBALL CREDENTIALS. LIKE A FASTBALL HIGH AND TIGHT, THIS GAME WILL STIR THINGS UP.

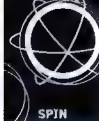
- Fast-Action Batter/Pitcher Interface & Gameplay
- Real Player Faces
- Over 1500 Outrageous Animations
- Fantasy Players & Stadiums

MLB
SLUGFEST
20 03

WE CALL IT SLUGFEST FOR A REASON



slugfest.midway.com



THE WATCHDOG



BAD RULINGS VS. THE FIRST AMENDMENT

What's the difference between the *Final Fantasy* movie and the numerous *Final Fantasy* games? Well, if you're a Missouri federal judge, your answer is: The movie is protected by the First Amendment. The video games are not.

That's the ruling, handed down last April by Judge Stephen N. Limbaugh. Limbaugh was ruling on whether the city of St. Louis could require parental consent before kids bought certain violent video games. Limbaugh says that the city could, because video games are not protected speech. He reached his conclusion based on a sampling of four games: *Fear Effect*, *Doom*, *Mortal Kombat* and *Resident Evil*.

Two things should be noted here: First, Limbaugh didn't actually play any of these games; he merely watched a videotape provided by the prosecution (i.e., the people trying to keep the law upheld) that featured selected portions of the game—one assumes the most violent parts. Second, Limbaugh's cluelessness about the medium is expressed in the fact that in his ruling, he misspelled *Mortal Kombat* and referred to *Resident Evil* as "Resident of Evil Creek." While I remain mute on Limbaugh's overall competence as a judge, I don't think it's too much to suggest that one isn't competent to rule on an entire medium: a) based on four games, b) that you haven't actually played, and c) of which you can't be bothered to get their names right.

The real irony here is that the *Mortal Kombat* and *Resident Evil* games have both been made into movies—and as anyone who's had the misfortune of sitting through these movies knows, the games are far more coherent and far better plotted than the flicks. The same goes for *Final Fantasy*. Indeed, if the filmmakers had put as much effort into a solid plot as the game makers did, the movie might have made \$100 million.

There are two bits of good news here. The first is that the legal influence of Limbaugh's ruling is very narrow—it only affects the St. Louis statute and does not apply anywhere else. The second bit of good news is that this ruling will almost certainly be appealed and overturned. Unfortunately for St. Louis, the examples of video games that vibrantly make the case for First Amendment protection are numerous: Personally, I'd present *Escape From Money Island*, *Half-Life*, *Silent Hill* and *Final Fantasy X*. Anyone who can play (yes, actually play) any of these games and deny that they constitute actual, constitutionally protected speech can't have a competent grip on what speech is. Any one of these, at the very least, is a better example of "speech" than the worst films available in your video store. And if those bad films are covered, so too should be these games.

The bad news is that this awful ruling is emboldening others to censor games: California Representative Joe Baca has introduced something he calls "The Prohibit Children from Video Game Sex and Violence Act of 2002" to the U.S. House, which would effectively take Limbaugh's ruling and apply it nationwide. It's working its way through the legislative process right now.

As anyone who's read this column for a while knows, I absolutely believe kids should be protected from video-game sex and violence—by their parents, and by responsible retailers and game makers. However, I also think kids should be protected from judges who are happy to gut the First Amendment through sloppy rulings and from politicians looking to make cheap political points at the expense of the Constitution. All things considered, protecting children from the latter is rather more urgent.

John Scalzi wants to know what you think about this column. Write him at john@scalzi.com, or go online to *OPM's* message board at www.gamers.com and start up a discussion with him and other *OPM* readers. See you there!



This Is One Cool Girl

METAL GEAR SOLID WITH CHICKS? SURE LOOKS LIKE IT.

Devil May Cry's Dante was a supremely cool guy. He looked cool, he acted cool—everything about him was cool. But now Konami wants to show that girls can be just as cool. If not cooler.

Meet CG-01 and CG-06—two chicks who like to take matters into their own hands. CG-01 is a hacker. CG-06 is a ninja. Not your average soccer moms. They're the stars of Konami's new PS2 action game, aptly titled *Cool Girl*.

The game takes place in the year 2079 and follows the girls on a mission against an evil corporation. So what's the "cool" part? Well, each girl has her own storyline and the two will eventually become intertwined as things

progress. Equally cool is the fact that each girl has her own play mechanics. CG-01 likes to fire big guns, while CG-06 likes to swing her sword.

But in our minds, the coolest aspect of the game is the fact that it comes from Konami Computer Entertainment Tokyo—the same studio responsible for the *Metal Gear* series. And while it's unclear if Hideo Kojima has any involvement with *Cool Girl*, take one quick look at the screens and you'll see the game's inspiration: *Metal Gear Solid*. Heck, it even has the same radar screen.

Cool Girl is set to hit the U.S. in early 2003, so expect lots more soon.



WWW.PENNY-ARCADE.COM



DATA STREAM

More Hoshigami



Max Five is developing a PS2 sequel to its strategy RPG *Hoshigami*. It's said to look better and to address some of the problems with the original.

Scope This Out



Konami plans to release a third installment in its PS2 *Silent Scope* series early next year. This one will have multiple paths and endings.

Xenosaga Update



Namco's PS2 RPG has been pushed back until spring 2003 because of translation issues. It'll be worth the wait, though.

THE BIGGER THEY ARE, THE HARDER THEY BRAWL.

As Seen on TV and DVD

Welcome to a future world where gigantic robots piloted by humans wage a hi-tech winner-take-all war. Following three different stories - G Gundam, Gundam Wing, and Mobile Suit Gundam - and across six modes of battle, two players will be put to the ultimate test for the right to be called the best. Gundam Battle Assault 2 - **SUIT UP OR SHUT UP.**

COMING THIS SUMMER!

GUNDAM BATTLE ASSAULT 2

- Multiple modes of play including Story, VS., Time Attack, and Survival!
- Amazing 2D graphics and easy control configurations.
- Over 30 Mobile Suits including classics from Mobile Suit Gundam, G Gundam and Gundam Wing.



Violence



www.bandelgames.com

© SOTSU AGENCY • SUNRISE Program © 2002 Bandai Co., Ltd. "Gundam", "Mobile Suit", and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. Used under license by Bandai America Incorporated. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



27 PROS INCLUDING

87 RIDER RICKY CARMICHAEL

MX Superfly™

JUMP HIGH.
RACE FAST. HOLD ON.



Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation 2



© 2002 THQ Inc. Ricky Carmichael and under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, SE, and the Nintendo Gamecube logo are trademarks of Nintendo.



75 RACE TRACKS



BALLS-OUT FREESTYLE

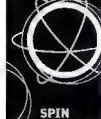


11 MINI GAMES

WWW.MXSUPERFLY.COM



CASH RACE CAR'S MODELS

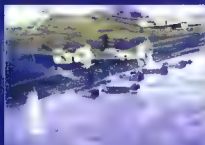


WHAT EVER
HAPPENED TO...

FIGHTER COMMAND

Right about the time EA started to talk about *Medal of Honor: Frontline* last year, the company also divulged details on a future Medal of Honor game: *Fighter Command*. But this wasn't supposed to be just your standard Medal of Honor. Not at all. It was set to take the series to new heights—literally.

Fighter Command aimed to put you in the role of a fighter pilot, flying WWII missions in the Pacific, shortly after the bombing of Pearl Harbor. The game would let you choose from classic crafts like the P38, the Corsair or the Hellcat, and engage in dogfights, torpedo runs or reconnaissance missions. The idea was great: Mix the incredible detail of the Medal of Honor games with the great gameplay of your Ace Combat-style flight game.



But after nearly a year and a half from the game's initial announcement with absolutely no word on its progress, we began to wonder what was up with the title. Then, upon seeing no mention of the game in EA's Electronic Entertainment Expo (E3) showcase plans, we knew something was definitely wrong. A few days later, our fears were confirmed by U.K. games Web site CVG:

"We killed it." *Medal of Honor* Series Producer Tarnie Williams told the site in an interview. "It was still quite early in development. We decided to focus more on first-person shooters and didn't want to take the series too far away from that. We want to stay close to our roots and expand on that aspect."

So there you have it folks; no more *Fighter Command*. But we can't blame EA—they're sticking to what they do best. As long as we get more games like *Frontline*, you won't hear any complaints from us!

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

FANTASY FAN FARE

Project Majestic Mix pays tribute to *Final Fantasy* composer Nobuo Uematsu

Ask a hardcore RPG fan who his favorite composers are, and he's bound to rattle off a list of names like Yasunori Mitsuda (*Chrono Cross*), Koichi Sugiyama (*Dragon Warrior* series) and, of course Nobuo Uematsu (*Final Fantasy* series). But ask just about anyone else who those three people are, and you're likely to get a blank stare.

And that's a shame, according to Stephen Kennedy, the owner of Missouri-based KFSS Studios and the producer of *Project Majestic Mix: A Tribute to Nobuo Uematsu*.

"At the heart, all music is the same," Kennedy says. "The thing that appeals to me most about game music is how it's very much an integral part of setting a mood or carrying a person into and through thoughts and feelings. I really enjoy seeing what composers come up with for the different elements of games, and how they try to effectively incorporate their music to draw you into it all."

Being such a fan of game music, Kennedy decided to compile a collection of fan remixes of Uematsu's memorable melodies. Easier said than done, as he had to get everything licensed so it could actually be sold here in the U.S. "It may surprise some to know that Mr. Uematsu doesn't own the rights to any of the music he has developed for Square and its *Final Fantasy* series," Kennedy says.

Wading through the licensing requirements was a rough ride for Kennedy. "The music business just isn't a good business for small fries," he laughs. But after sorting through the mess and paying some rather hefty licensing fees, Kennedy started taking preorders for the CD, which went on sale in early May.

One of the coolest benefits for Kennedy was the chance to chat with Uematsu himself

"Mr. Uematsu expressed great delight with the project and aided me with licensing issues," says Kennedy. "He's been a big encouragement. I haven't gotten to speak to him as much as I would like—he's a busy man—but he's seemed very excited about the project. It's kind of funny, because he hasn't heard any of the new arrangements. But from the way he spoke to me, I think he'll love the CD once he hears it. I hope it deeply touches him."



**PROJECT MAJESTIC MIX:
A TRIBUTE TO NOBUO UEMATSU**
16 tracks. 74 minutes of music. \$15.96
The limited Silver Edition is now on sale at Animation.com. Each of the 3,000 copies is packaged in a DVD case with a 12-page booklet. An unlimited edition will be available later. For more info and music samples, check out www.majesticmix.com.

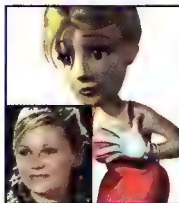
So what do we think? *Majestic Mix* incorporates an array of musical styles, from orchestral arrangements to techno mixes to acoustic and even punk-rock stylings. The tracks are just as varied, plucked from a range of *Final Fantasy* titles along with *Chrono Trigger* and *Gun Hazard*. Not every track holds up as well as the others, but in general, it's an interesting compilation that's worth checking out.



DREAM CAST

In our very own followup to *Caddyshack* (we'll ignore *Caddyshack 2*, thank you), *Hot Shots Golf 3* figures to be a great film because of all the unique personalities involved. Maybe the movie would have a melodramatic *Tin Cup* feel, though we pooh-pooh Kevin Costner trying to break onto the set. Or maybe Tiger Woods would make his silver-screen debut. But we'll leave all the particulars up to the screenwriters. We're just casting here, all right?

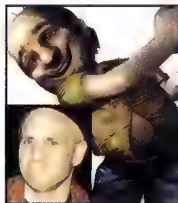
Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



Tiffani: Kirsten Dunst
Kirsten Dunst is the kind of drool-worthy dame we'd love to see on the links. Plus, she was on fire in *Spider-Man*, wouldn't you agree?



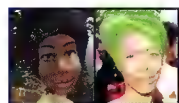
Jonnie: Eugene Levy
Jonnie's more interested in blabbing on his cell phone than making putts. So funnyman Eugene Levy's elastic personality is a perfect fit.



Pete: Bobcat Goldthwaite
When Bobcat Goldthwaite married Nikki Cox, every man in America groaned. Why can't we all just celebrate the little fat man's success?



T-Bone: Samuel L. Jackson
T-Bone is a ham-fisted mix between Shaft and Morpheus (from *The Matrix*). But we just liked Samuel's bald head the most.



Kamela: Erykah Badu



Tom: Tony Sirico



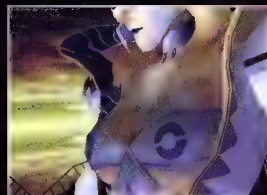
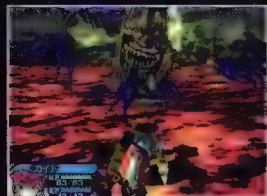
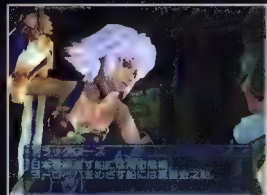
Hubert: D.J. Qualls



Jessie: Winona Ryder

.hack//INFECTION

Bandai slips a ghost in the machine



A talented roster of anime legends have helped shape .hack's unique visual style.

An innovative new RPG lurks just over the horizon and—guess what?—Square has nothing to do with it. Neither does Atlus, Konami, Namco or anyone else usually associated with cutting-edge role-playing games. Nope, this one comes from Bandai, the company best known for its Gundams and Digimon. Unconventionally titled .hack//INFECTION, Bandai's new role-player is something of a super-project, uniting the considerable forces of screenwriter Kazunori Ito (Ghost in the Shell, Pallbearer), talented developer CyberConnect2 (Silent Bomber, Tail Concerto), and Evangelion character designer Yoshinori Sadamoto.

The game is set in a futuristic techno-culture where advanced network technology is the norm and a massively multiplayer online RPG called "The World" is the virtual pastime of choice. With more than 20 million subscribers playing daily, the success of The World extends beyond the definition of a mere MMORPG. It's a virtual lifestyle unto itself, and subsequently, something people take very seriously.

Enter a 14-year-old boy named Kite. Invited to play the game by a schoolmate called Orca (a veteran of sorts in The World), Kite is learning the ropes when a menacing creature appears. A creature, mind you, that's not part of the game network. In the ensuing battle, Orca is felled by the foe and then falls comatose in the "real" world. Just when it seems Kite is to follow Orca's fate, a mysterious girl named Aura intervenes. She fuses Kite with "Twilight," an upgrade that imbues him with the power of "Data Drain" and "Gate Hacking." With these abilities, Kite becomes much stronger and gains entry into otherwise off-limit areas. This "hack" of Kite's character converts him into an outlaw in The World. Despite the new danger to both his game-character and real-world self, Kite continues to play in the hope of finding a cure to Orca's ailment.

Me and my shadow

One significant subtlety offered by .hack is that you don't control the characters in the game, so to speak. You actually control the invisible person (in .hack's world) who's playing the game, who in turn is actually the one controlling Kite. Does it affect gameplay? Not really. But it's an added layer of depth that Bandai hopes gamers will appreciate. The game's producer, Daisuke Uchiyama, elaborates: "As an RPG, to play in a simulated-network environment is a first. This game is not so clear-cut by definition. Unlike the typical RPG where the prince defeats the evil king and saves the world, the player must play while being conscious of the individual in the other world who plays the game." Heady stuff, for sure, but a concept that Bandai is banking on since the game is broken into four installments, with each chapter to be released roughly three months apart. We'll see if .hack//INFECTION has what it takes to hang with the big boys when the game launches this October.

So .hack//INFECTION boasts the combined forces of anime legends Kazunori Ito and Yoshinori Sadamoto. How does this benefit the gamer beyond the dope storyline and fancy characters? Well, gamers who buy .hack will enjoy the free 30-minute anime DVD that comes packed in with every copy of the game. By the time the fourth chapter hits, the whole drama will unfold in the form of a separate two-hour animated feature. This DVD won't be sold separately, so consider it a very sweet bonus.



GET A \$10
REBATE ON
THE NEW
TANG MX SUPERLY
VIDEOGAME.

MAILIN OFFER FORM
NOT PAYABLE AT RETAIL STORE
THIS MAILIN OFFER FORM MUST
ACCOMPANY REQUEST

\$10 REBATE OFFER



BUY: Any 2 packages of TANG
pouches or powdered
soft drink mix

A copy of
AND: MX Superly
for the PlayStation®2
or Nintendo GameCube

SEND: Two (2) UPCs from any 2 packages
of Tang and one (1) original dated
cash register receipt for
MX Superly and this
completed offer form.



RECEIVE: \$10.00 REBATE CHECK
by mail

MAIL TO: Tang MX Superly Rebate Offer
P.O. Box 490253
El Paso, TX 88549-0253

PLEASE PRINT:

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

REQUESTS MUST BE RECEIVED BY 5/31/03.
ALLOW 6 TO 8 WEEKS FOR SHIPMENT.
LIMIT ONE PER FAMILY OR ADDRESS.

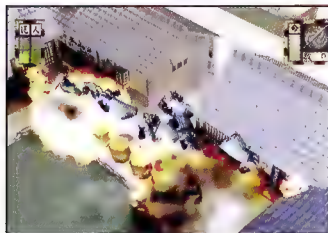
Duplicate requests will constitute fraud. Theft, diversion, reproduction, transfer, sale or purchase of proofs-of-purchase, cash register receipts or this Offer Form is prohibited and constitutes fraud. The offer good only in U.S.A. is terminable and in many addresses, restricted or prohibited. Proof of purchase submitted by cable or organizations will not be honored or returned. Limit one Offer Form per envelope. Requests must be forwarded in an envelope with sufficient first-class postage. Resellers of Kraft Foods North America products and THQ employees and their families are excluded. Kraft Foods North America reserves the right to verify identification. No name and address labels accepted. Fraudulent submissions could result in federal prosecution under the U.S. Mail Fraud Statutes (18 United States Code, Sections 1341 and 1342). ©2002 THQ Inc. Rely GameCube used under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved. ©2002 KF Holdings. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.



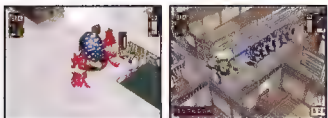


ONLY IN JAPAN

Aku Daikan
Global A, PS2



Throughout the history of mankind, one thing has remained constant: We hate taxes. And yes, even in ancient Japan, they hated taxes too. Except they had no IRS to vilify—back then, magistrates (“daikan”) collected the taxes. And of course, some of them overcharged the poor peasants and were thus dubbed evil (“aku”). Which explains the title of Global A’s latest PS2 game, *Aku Daikan*. Of course, in most games you play the hero—the young person of destiny who rises up against the evil taxman and frees the peasants from oppression (see: Hood, Robin). Not in *Aku Daikan*. In this game, you’re the bad guy. You are *Aku Daikan*. You’re rich. You’re hated. You’re feared. And you like it. Of course, the peasants don’t, so they try to raid your opulent home to kill you. That’s where the game comes in. You design tricks and traps to foil any would-be heroes in their quest to take you down. Of course, trap-laying is an art; place them in just the right locations and you can set off combos, which lead to more exciting death sequences. It’s all presented in lovely, detailed 3D, with famous Japanese actors used as the basis for the character models. No doubt, your sheer evilness will drive peasants into a rage at the mere sight of you and send them straight into your trap. Just step out of the way and then witness the horror first-hand. Excellent.



I WANNA BE BAD

It’s tiring and annoying being the hero sometimes. You face overwhelming odds and don’t get any cool toys. Here are some games starring evildoers that we’d like to see:

• **Dr. Evil’s Lair Builder:** Build your own hollowed-out dead volcano lair! Be sure to place lots of boiling hot MAG-MA and a pool for sharks with trickin’ laser beams attached to their heads.

• **Metal Gear:** Why do we always have to destroy Metal Gears? Why can’t we use them? Imagine the havoc to be wreaked with the awesome destructive nuclear powers of Rex.

• **Gary Steinman, Printer Hunter:** Gary is the resident OPM badass. He’s mean, he’s nasty, he hates printers. Take control of this raging beast and take out all the printers in the office. All of them. EVERY SINGLE ONE.



SUBSTANCE

Future Metal Gear Solid games revealed

Konami has officially announced its next Metal Gear Solid game for the PS2, *Metal Gear Solid: Substance*. Our sources tell us that this is a compilation remake that includes the first *MGS*, *MGS2: Sons of Liberty* and the *VR Missions*, all using the *MGS2* graphics engine! It sounds too good to be true—but it’s really happening. As for when the game will hit, we’re hoping before the end of the year.

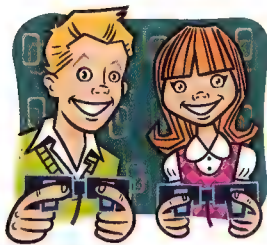
Konami also revealed its plans for the future of the Metal Gear Solid series. The company intends to ship a brand-new sequel every two years and a “derivative title” (such as *MGS Substance* or *MGS VR Missions*) in the off-years. So, that means *MGS3* in 2003 and a Metal Gear game of some sort every year after! Konami also mentioned that it will take the *MGS* series online in the future.

ROLE PLAYER

So you’ve beaten *Final Fantasy X*. A time ago. And you’ve already spent too many hours exploring every nook and cranny of Spira’s world, forging your ultimate weapons, capturing all kinds of beasts and coaching your way to blitzball brilliance. What to do now? After all, the next wave of top-tier RPGs lurks far off in the distance—and while you *know* you’ll be playing *Kingdom Hearts*, *Xenosaga* and *Wild Arms 3* by the end of this year, you just can’t wait that long!

Well, here’s the good news. Sort of. Chances are you haven’t yet played every PS2 RPG, so now’s the perfect time to check out older titles or B-list games that you initially overlooked. Here’s our thoughts on 11 of these PS2 RPGs. And when you’re done here, be sure to check out our Replay section for tricks and strategies for some of these titles.

Title	The Game	The Pros	The Cons
Baldur’s Gate: Dark Alliance Interplay ★★★★	The best <i>Diablo</i> -style hack-‘n’-slash action/RPG ever made—plus, it’s set in the Forgotten Realms universe.	Utterly addictive action that’ll have you playing on just to see what’s next; eye-popping graphics.	Not much of a story here; 15-hour quest is too short (though two-player mode and replayability make up for it).
Dark Cloud Sony CEA ★★★★	An inspired mix of real-time dungeon crawling, puzzle-based world-building and story-driven adventure.	Each portion of the game seamlessly balances the above in a brilliant balancing act that never gets boring.	The clunky menu system is a chore to fiddle with; random-generated dungeons don’t get tedious at times.
Drakken: The Ancients’ Gates Sony CEA ★★★★	More adventure than RPG, <i>Drakken</i> is the perfect game for people weaned on classic PC-style role players.	Tons of side-quests lend a nice feeling of freedom; dragon-riding adds even more variety and fun.	Real-time combat gets repetitive; graphics are mixed; dragon Arckh’s voice-acting is as bad as his lame name.
Dracula X: Unleashed Ubi Soft ★★★★	Like its predecessor, <i>Dracula X</i> hits the PS2 with glitches aplenty. It’s still an incredible RPG, though.	With its mix of real-time action and turn-based attacks, the battle system is one of the best out there.	The crappy Dreamcast port is plagued with buggy graphics and slowdown. Yet it’s not so bad that it spoils the fun.
Harvest Moon: Save the Homeland Natsume ★★★★	On its surface, it’s merely a farming sim, but in reality, it’s more like a charming whole-life simulation.	A vast, open-ended game with tons to do, from planting crops to milking cows to saving your town.	Cutesy graphics may turn off the “serious” role-player; no blustery pyrotechnics; need a lot of patience to succeed.
King’s Field: The Ancient City AgeTec ★★	A solid adventure that’ll please fans of cryptic-puzzling games like <i>Pokémon</i> and <i>Monster Rancher</i> .	Gorgeous environments; tons of fasty-looking creatures; zippy, strategic battles; likable quest.	All the forests (i.e., dungeons) are almost exactly alike; battles, though fun, are the primary focus of the game.
King’s Field: The Ancient City AgeTec ★★	A first-person dungeon crawl that inspires fanatic allegiance among all 17 fans of this series.	Atmosphere. Of course, you’ll get just as much “atmosphere” by going outside and breathing.	Slow-paced, dull and dreary, with awkward combat and monotonous action. Some people love it—just not us.
Okage: Shadow King Sony CEA ★★★	Featuring a hapless boy and the insecure devil who inhabits his shadow, <i>Okage</i> is a light-hearted, quirky RPG.	Wacky, Tim Burton-esque characters and environments; utterly absurd tone and witty dialogue.	Uh, where’s the game? The battles are terribly bland and the dungeons are horrendous. Load times are also a problem.
Shadow Hearts Midway ★★★★	Dark, moody, yet humorous, <i>Shadow Hearts’</i> engrossing story is matched by its engaging battle system.	Historical and metaphysical themes delivered with a Gen-X flair; random battles that are actually fun!	Graphics, though stylish, are PS1-quality; not everyone will dig the timed button presses required during battles.
Wizardry: Tale of the Forsaken Land Atari ★★★	A quirky RPG centered in a town, starting a lost soul who helps others as he can return to his body.	Despite the “small” setting, the game opens up as you eavesdrop and possess the locals.	Simplistic quests and linear gameplay; boring battle with the same enemies; bland backgrounds and dull music.
Wizardry: Tale of the Forsaken Land Atari ★★★	For nostalgic gamers, an old-school dungeon crawl that offers pure role-playing in a storied franchise.	Emphasis on creating and developing your party; deep battles; arcs, kobolds and other classic beasts.	New-school RPGers may be turned off by the simple story, dated graphics and very-repetitive gameplay.



P.S.A.T.

(PlayStation Aptitude Test)

1. What was the first game console to go online in the U.S.?
- a. Sega Dreamcast
 - b. Nintendo 64
 - c. Sega Genesis
 - d. Super Nintendo Entertainment System

2. Which of these companies does not have a partnership with Sony for the PS2's online service?
- a. America Online
 - b. WinAmp
 - c. Macromedia
 - d. Real Networks

3. Which of these games will *Evil Dead: A Fistful of Boomstick* most likely resemble?
- a. Resident Evil
 - b. Grand Theft Auto III
 - c. Castlevania
 - d. State of Emergency



4. *Antz Extreme Racing* is due in stores how many months after the movie *Antz* came out?
- a. 31
 - b. 36
 - c. 43
 - d. 48

5. Which pro surfer in *Kelly Slater's Pro Surfer* actually dated Pamela Anderson?
- a. Donavon Frankenreiter
 - b. Rob Machado
 - c. Kelly Slater
 - d. Lisa Anderson

6. Which of these is not a rivalry trophy in NCAA college football?
- a. Little Brown Jug
 - b. Sweet Sioux Trophy
 - c. Bayou Bucket
 - d. The Little Goose Cigar

7. *Romance of the Three Kingdoms VII* does not

8. The FIFA World Cup Championship is played every ___ years.
- a. 2
 - b. 3
 - c. 4
 - d. 6

9. The team leading the team behind *Batman: Dark Tomorrow* did not previously work on what other project?
- a. Final Fantasy [Famcom/NES]
 - b. Final Fantasy II [Famcom]
 - c. Final Fantasy III [Famcom]
 - d. Dark Wizard [Sega CD]

10. What is the "Apokolips" in *Superman: Shadow of Apokolips*?
- a. An evil tyrant ruling a distant planet
 - b. A distant planet ruled by an evil tyrant
 - c. An alien superweapon obtained by Lex Luthor
 - d. A huge beast under the control of Mr. Mxyzptlk

11. Which of these games will *Evil Dead: A Fistful of Boomstick* most likely resemble?
- a. Resident Evil
 - b. Grand Theft Auto III
 - c. Castlevania
 - d. State of Emergency

12. The FIFA World Cup Championship is played every ___ years.
- a. 2
 - b. 3
 - c. 4
 - d. 6

13. The team leading the team behind *Batman: Dark Tomorrow* did not previously work on what other project?
- a. Final Fantasy [Famcom/NES]
 - b. Final Fantasy II [Famcom]
 - c. Final Fantasy III [Famcom]
 - d. Dark Wizard [Sega CD]

14. What is the "Apokolips" in *Superman: Shadow of Apokolips*?
- a. An evil tyrant ruling a distant planet
 - b. A distant planet ruled by an evil tyrant
 - c. An alien superweapon obtained by Lex Luthor
 - d. A huge beast under the control of Mr. Mxyzptlk

15. Which of these games will *Evil Dead: A Fistful of Boomstick* most likely resemble?
- a. Resident Evil
 - b. Grand Theft Auto III
 - c. Castlevania
 - d. State of Emergency

16. The FIFA World Cup Championship is played every ___ years.
- a. 2
 - b. 3
 - c. 4
 - d. 6

17. The team leading the team behind *Batman: Dark Tomorrow* did not previously work on what other project?
- a. Final Fantasy [Famcom/NES]
 - b. Final Fantasy II [Famcom]
 - c. Final Fantasy III [Famcom]
 - d. Dark Wizard [Sega CD]

18. What is the "Apokolips" in *Superman: Shadow of Apokolips*?
- a. An evil tyrant ruling a distant planet
 - b. A distant planet ruled by an evil tyrant
 - c. An alien superweapon obtained by Lex Luthor
 - d. A huge beast under the control of Mr. Mxyzptlk

19. Which of these games will *Evil Dead: A Fistful of Boomstick* most likely resemble?
- a. Resident Evil
 - b. Grand Theft Auto III
 - c. Castlevania
 - d. State of Emergency

20. The FIFA World Cup Championship is played every ___ years.
- a. 2
 - b. 3
 - c. 4
 - d. 6

21. The team leading the team behind *Batman: Dark Tomorrow* did not previously work on what other project?
- a. Final Fantasy [Famcom/NES]
 - b. Final Fantasy II [Famcom]
 - c. Final Fantasy III [Famcom]
 - d. Dark Wizard [Sega CD]

22. What is the "Apokolips" in *Superman: Shadow of Apokolips*?
- a. An evil tyrant ruling a distant planet
 - b. A distant planet ruled by an evil tyrant
 - c. An alien superweapon obtained by Lex Luthor
 - d. A huge beast under the control of Mr. Mxyzptlk

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.



E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me?

If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_macLaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMclish.

This month is one of those weird months. As I write this for you, it's a couple of weeks before the big games show E3, where it's possible that some of the games I have here will actually be announced. Watch out for more gossip online when I team up with *Electronic Gaming Monthly's* Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

GT CONCEPT COMING

Multiple iterations of Polyphony's *GT Concept* series are bouncing around the rumor network as I write this, with many of them combining to fuel speculation as to what the next "real" Gran Turismo game will be.

Turismo Concept Geneva. It features a new collection of concept cars that were debuted at the recent Geneva Auto Show. The selection includes the Ford Mondeo ST Concept, the Maserati 320S and the Opel Astra Coupe OPC X-treme. It hits Japan this summer.

The new modular approach to Gran Turismo could be telling of what we can expect to see when *GT Online*, or *GT4*, or whatever they end up calling it, is eventually released. I've heard plenty of rumors that the online game will allow you to download new car models as they become available, and the Concept project may well turn out to be something of

"The teams at Rare may well be looking to spread their wings."

(Like I said up, it seems that a U.S. version of *Concept* is extremely likely and will feature a different selection of cars from that of the Japanese release. My bet is that we'll get cars like the Cadillac Cien, Dodge Razor and Pontiac GTO to accompany some of the wider Japanese concepts. By next issue, there's a good chance we'll have more information for you on this. The team is also working on another Concept title for Japan: *Gran*

a preview of what the team at Polyphony is capable of.

RARE MENTIONS FOR A PLAYSTATION 2 MAGAZINE

Rare. A development team so firmly entrenched in the Nintendo camp that it's unusual for news to appear that has any value to you at all as PlayStation-owning readers. However, some events have transpired lately that make them the

subject of some spectacular levels of rumor and gossip. It all started with a Christmas card, believe it or not. The firm sent out a card that featured multiple systems as part of the artwork on the front. This prompted feverish speculation, which was soon flatly denied.

Since then, further investigation has revealed that the teams at Rare may well be looking to spread their wings in order to sell more copies of their games. It's no secret that the PS2 offers a much, much larger market than the GameCube, so it would make sense for a team with popular franchises to want to grab a piece of that pie. I mean, who wouldn't? Although Nintendo has a stake in Rare, it doesn't own the team outright, so technically if Rare's directors want to partner with a publisher and make games that sell lots of copies on a competing platform, there isn't really anything stopping them. Whether or not you know (or care), Rare has partnered with other publishers in the past. The European release of *Conker's Bad Fur Day*, for example, was handled by THQ, not Nintendo. If this were to happen, what could we expect? Well, obviously not any of the Nintendo-owned franchises like Donkey Kong, but it would be great to see games produced by teams of such talent. After all, the guys behind *TimeSplitters* learned their trade at Rare.

BITS AND BOBS

Criterion is working on a PS2 FPS that's being dubbed a "Halo killer." They may well be, but its Halo-killing abilities will remain in doubt until we get to play it. • *Tecmo Bowl* for PS2 may not be happening anymore. We're not sure why, but it seems as if Tecmo may be wary of entering the PS2 football market now—especially without an NFL license. Hopefully this isn't the case. • *Activision* is working on a new *Splinter Man* game based on the next movie. Treyarch is likely supplying the necessary cleverness for it. • *Panzer Dragoon Orta*, currently an Xbox-exclusive update of the old Saturn game, could make its way to PS2 in early 2003. • In addition to *X-Men: Next Dimension*, Activision will release an *X2*-based game at around the same time as the movie (that's next summer, in case you didn't know).



SOUND STATION

By John Scalzi

Every one of the CDs reviewed this month features songs from *Transworld Surf*. Which, it would seem, doesn't have such a great soundtrack.



Anti-Flag: *Underground Network*

For my money, there's nothing more adorable than suburban-socialist punks, so you can bet I think Anti-Flag, with its nearly reflexive antipathy for everything right of Che Guevara, is cute as the dickens. Now, song after song of doctrine, educational lefty punk can get wearying, but Anti-Flag at least has solid music chops, and it's punk, so all the lessons are relatively short. Still, what does it say that the best, most fun song on the CD, "Spaz's House Destruction Party," has nothing to do with politics? On the other hand, it's hard to criticize a band for trying to have a brain.

Final Score ●●●



There are three good songs on *Monsters We Bred*: "Memory," a tub-thumping good anthem, "Greed Stained the Scene" and "Monsters We Bred." Thing is, they're the last three songs on the album, so you have to wade through the first eight tracks to get to them, and they're mostly crap, comprised of indifferently punk and off-key singing. Hey guys, a little sequencing advice: Front-load your albums. I figure most people sampling the album at the store would have given up by the third track. As it is, those three tracks aren't enough to recommend the album as a whole.

Final Score ●●



Nebula: *Charged*

Nebula sounds just like Cream for the 21st century. Unfortunately, I think that Cream stank like a loaf of pumpernickel left for a month under a steam pipe. So updating their plodding, jammy wannabe blues-rock guitar sound with techno and even punk(!) flourishes is not high on my list of Really Good Ideas. Frankly, by the time I got to the best track on the album ("Travelin' Man's Blues"—eeeegh!), I was already tired out, and that was just track number four. I don't suppose this album is actually bad. I just know I won't be listening to it again.

Final Score ●●



God bless NOFX: This month was turning into one of those months that makes me question my decision to review music, so plopping down *Valium* and partaking of its delicious, galloping punk goodness was like drinking a cupful of pure, sweet rainwater after trudging through a broiling desert made of dried monkey spoor. Topping the list: "What's the Matter With Parents Today?", which is like a punk revision of Cheap Trick's "Surrender" (and that's an excellent thing). A grand CD by any standard, made better this month by the relative lack of competition.

Final Score ●●●●



The Rapture: *Out of the Races and Onto the Tracks*

We have a garden in the backyard, and every year we have to keep the snackers away from it: birds, rodents, deer and so on. The good news is that now I've got *Out of the Races*. I'll just park a motion detector and a boombox with this CD out by the garden. Then when the animals come by, the boombox will click on. The unpleasant wailing emanating from the speakers will be so intense that the molecules of any creature caught in its path will snap their very bonds, causing the offending animal to actually explode. And that means free fertilizer! Thanks, guys!

Final Score ●

John Scalzi was never a suburban-socialist punk, but he went to school with kids who were. Now they're all lawyers. Every last one of them. Go to www.indiecrit.com and get Scalzi's reviews of music that hasn't been subverted by the corporate establishment!



Bookmarks

We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot messageboard. Join us, won't you?

It's a new [just launched in April] 24-hour TV channel devoted entirely to games. Make sure your cable provider hooks you up!



You think the makers of one of the year's best games [we're talking *GTA3*, here] would miss any detail? Not a chance. Here's Donald Love's very own site. Be sure not to miss the link to the *Liberty Tree* newspaper, from which you can check out such products as *Pets Overnight*, *Dormatron* and *Pogo the Monkey*.

Read all about the new independent documentary *Dogtown and Z-Boys*, a chronicle of the rise of skateboarding in the '70s. This'll teach you young whippersnappers what life was like before Tony.

Why, it's the home page of The National Amateur Dodgeball Association (NADA), of course. And right here in our very own Schaumburg, IL. Read about dodgeball rules, upcoming events, the official tournament—you can even sign up to join NADA right on the site. What could be simpler?

Do you engage in cosplay? If so (but even moreso if not), you'll want to check out "A Fan's View of Anime Conventions." Just let your imagination run wild.

If you've seen those wacky Flash animations of the stick-figure kung-fu battles, you need to go here now. NOW. [You get to control this one. Now go.]

If you live in Hollywood, or if you're planning a trip there, or if you're just a whacked-out sicko stalker, you're going to want to check out this Web site. It has anything that has anything to do with anyone famous. Want to find out where Erik Estrada goes to church? You've found your site.

If you miss this site, you'd better be dead! Or in jail! And if you're in jail—break out! Sunday, *Sunday*, *SUNDAY*...might be a good day to check out the Robosaurus. Then again, the site's up pretty much all the time, so...you know...whatever time is good for you.



If you have any lingering doubts that the future is something that hasn't happened yet, you can put those doubts to rest right now. It's time for a revolution, and the revolution will be televised—in full 3D, if Actuality Systems has anything to say about it.

**Pure speed.
Pure combat. Pure action.**

Global warming threatens life on earth. From the depths of the South Pole, a massive iceberg is submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take off.

LETHAL SKIES

Elite Pilot : Team SW



Experience G-Force
using the controller.



Choose from 4 views: cockpit,
cockpit without meter, small and large.



Engage multiple enemies in a
variety of death-defying missions.



Mild Language
Violence

PlayStation.2



Asmik
Ace
Entertainment Inc.

Sammy

Game & Software © 2001, 2002 Asmik Ace Entertainment, Inc. LETHAL SKIES™ is a trademark of Asmik Ace Entertainment, Inc. Published by Sammy Entertainment, Inc. Sammy is a registered trademark of Sammy Corporation. Customer Support by Sammy Entertainment, Inc. P22 Raptor, F-15 Fighting Falcon and G-330 Hercules are trademarks of Lockheed Martin Corporation used under license to Asmik Ace Entertainment, Inc. Licensed for play on the PlayStation 2 computer entertainment system with the PS2 LVC designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.



DVD REVIEWS

GOSFORD PARK: SE

(Maggie Smith, Michael Gambon)

Robert Altman is on what seems like his millionth comeback with this comedy-of-manners-slash-murder-mystery set in '30s aristocratic England. Altman does his thing of observing everyone doing everything, leaving the viewer to keep up or drown in the details, but Altman's gift is that he knows how to make an ensemble work for the viewer; it's less difficult to keep things straight than it would be otherwise. Fact is, no one makes ensemble films like Altman; no one really ever has. So it's a good thing he keeps going. DVD stuff: commentary by Altman and screenwriter Julian Fellowes, deleted scenes with commentary, interviews with cast and filmmakers, and making-of features.

Movie Score ●●●●
DVD Extras Score ●●●●



I AM SAM: SE

(Sean Penn, Michelle Pfeiffer)

This is a movie designed for the sole purpose of eliciting an Oscar nomination for the actor playing the main character, who is (wait for it!) a developmentally disabled single father. Sean Penn plays the role, and of course he got a nomination, although he didn't win. The Academy must have remembered it already gave an award for playing a developmentally disabled single father to Tom Hanks. The rest of the movie is total gooey mush, as Penn's character fights to keep custody of his kid, helped by Michelle Pfeiffer, in a mostly thankless Ally McBeal kind of role. DVD extras: director commentary, deleted and alternate scenes, and a documentary.

Movie Score ●●●
DVD Extras Score ●●●●

KATE & LEOPOLD: SE

(Meg Ryan, Hugh Jackman)

Here's my issue with *Kate & Leopold*: A 19th-century British duke is sucked forward in time to modern-day New York, and the only thing that occurs to anyone in the movie to do with the him is to use him to sell diet margarine? One more reason Hollywood should not be in charge of scientific progress. As for the rest of the flick: typical Meg Ryan romantic comedy. You know the drill. Hugh Jackman, as the time-traveling duke, is actually pretty good, and there's some nice time-traveling humor, such as



STARRING:

A BEAUTIFUL MIND: SE

A Beautiful Mind won Best Picture, but it also has been criticized for being both an incomplete and partially fictionalized telling of the life of schizophrenic Nobel Prize winner John Nash, who won his Nobel for his work in game theory (so keep playing, kids—there's a prize in it for you!). But look—it's a movie, already. Hollywood history is by definition incomplete and fictionalized. Concentrate instead on Russell Crowe's excellent portrayal of a brilliant man gone nuts and back again, and on Oscar-winner Jennifer Connelly, who plays his long-suffering wife. To the extent it actually tells a true story, it tells it well, and what parts are fiction make for good drama. DVD bits include commentary from director Ron Howard (who also nabbed an Oscar), the usual making-of documentaries and deleted scenes, and information on Nash's game-theory work and his Nobel Prize acceptance speech.

Movie Score ●●●●
DVD Extras Score ●●●●

when the duke is confronted with pooper-scooper laws. The DVD extras: a director's cut, director commentary, deleted scenes, a costume featurette and a video by Sting.

Movie Score ●●●●
DVD Extras Score ●●●●

THE MAJESTIC

(Jim Carrey, Martin Landau)

Director Frank Darabont has a problem, which is that he makes movies that are destined to play better on cable TV. His *Shawshank Redemption* got Oscar nominations but wasn't actually popular until TNT started playing it what seems like every other freakin' day. I'm betting that *The Majestic* gets the same treatment: It was virtually ignored in the theaters (and

no Oscar nods), but it's a sweet film with romance, identity crises and a nice, healthy respect for the First Amendment (the movie takes place in the shadow of the '50s Hollywood blacklist). And Jim Carrey is at his most non-annoying. Just wait. This movie's stock will rise. DVD extras: deleted footage and a trailer.

Movie Score ●●●●
DVD Extras Score ●●

MONSTER'S BALL: SE

(Halle Berry, Billy Bob Thornton)

It's the movie that caused Halle Berry's freakout Oscar acceptance speech to be unleashed upon the world, but you have to admit: With the performance she gives in the film, she's allowed some freakout

room. It really is a tremendous performance; she plays a character whose life is as screwed up as one can be and plays it without pity or apology. She's assisted by Thornton, who plays a racist prison guard who becomes involved with Berry's character, partly because the two of them have nowhere else to turn. *Monster's Ball* is complicated, messy and never takes the easy way out. This makes it one of the best films last year. Freak out all you want, Halle. You earned it. Berry and Thornton provide commentary in the DVD extras, as does director Marc Forster, and you also get deleted scenes and outtakes.

Movie Score ●●●●●
DVD Extras Score ●●●●●



STAR WARS UPDATE

It may be three years away, but that doesn't mean the rumors (and occasional facts) about *Star Wars: Episode III* aren't circulating with force. A few of the cooler ones follow (plus some DVD news):

WOLVERINE THE JEDI?

At Indianapolis' recent Star Wars Celebration II, a fan asked Producer Rick McCallum if Hugh Jackman will be in *Episode III*. McCallum's simple response: "Yes, he is involved."



STAR WARS ON DVD

McCallum also gave an update on the status of the *Star Wars* movies not currently on DVD: "[*Episode I*] will come out much sooner than *Episode I* did. The real plan is to finish *Episode III*, get that DVD out, then really attack *IV*, *V* and *VI*."

DOBA FETT? WHERE?

In *Episode III*, McCallum says so.

WHAT A WOOKIEE!

Will Chewbacca appear in *Episode III*? Maybe. Peter Mayhew (the dude in the Wookiee suit) mentioned at the Celebration that of all the classic trilogy characters, Hasbro is only planning on molding a new Chewie. Interesting.

ODDS AND ENDS

TheForce.net caught a few more tidbits from the con (minor spoilers). "Armageddon will take place," says the site. And "Darth Vader's armor will be seen on several different characters. It will all come together to make the final Vader armor in *Episode III*."

PADME GETS FAT?

StarWars.com quotes Natalie Portman on Padme's role in *Episode III* (minor spoilers): "I'm going to be with child," says Portman. "The next one, according to George, is going to be a tragedy. It's going to be sad, but I'm looking forward to having more to do."



MEDIA MIX

SPIDER-MAN RETURNS

Yeah, yeah, yeah. With all the success of *Spider-Man* in May—don't mention the fact that its stars signed for three movies—it shouldn't surprise anyone that *Spider-Man 2* is in the early stages of production. But what might surprise you is just how much about the sequel, scheduled for a May 7, 2004, release, is already known.

You can blame (or perhaps thank) Kirsten Dunst for a bit of it. In addition to blurring out that Peter Parker doesn't get the girl in *Spider-Man* only days before the movie's release on *Letterman* (plus how much she absolutely hates her Toy Biz action figure), the beautiful blonde has also spilled the beans on Spider's fearsome foes for the sequel. Talking to EW.com, Dunst revealed that she's heard the followup will feature the adamantium-armed Doctor Octopus as well as "a lizard thing"—whom we can only presume to be the Lizard.

Meanwhile, Tobey Maguire had some sequel talk of his own, as revealed to Howard Stern. "I'm probably going to have another girl, too, on the next movie," Maguire said. "I don't know [who], but I'm just saying I think we're going to bring another girl in."

Ultimately, what happens to Spidey lies in the hands of director Sam Raimi and new scriptwriters Alfred Gough and Miles Millar—who know a thing or two about the angst of teenage superheroes themselves, since they're also the guys behind *Smallville*.

KEVIN SMITH: SPIDEY SCRIBE

Most people know Kevin Smith as a director likely to celebrate his love for superheroes in movies like *Malrats* and *Jay and Silent Bob Strike Back*. But for the past few years, that passion has revealed itself to an even greater degree as the proud New Jersey native has written highly lauded stints on *Daredevil* and *Green Arrow*, pushing typically moderate-selling titles to the top of the charts. Now, Smith is set to assume the writing duties for *The Amazing Spider-Man*—as if this summer's blockbuster movie wasn't making it popular enough, Smith replaces the equally respected J. Michael Straczynski, who moves on to a new Spider-title himself.

In related news, Smith's *Spider-Man/Black Cat: The Evil That Men Do* miniseries hits comic shops in June. And in an unheard-of publicity move, he's scheduled as a guest on *The Tonight Show* for June 24—never before has someone plugged a comic book on a late-night talk show.

FERRILL SAYS

FAREWELL TO SNL

Will Ferrell, arguably the superstar on *Saturday Night Live*, is leaving the show after seven years to pursue a career in film.

Well aware that he may have lingered at *SNL* for too long, Ferrell said he didn't want to be the guy who graduated from high-school but still hung out in a van trying to pick up high school girls.

His first post-*SNL* venture will be in the film *Old School*, releasing Sept. 27, in which Ferrell, Luke Wilson and Vince Vaughn play thirty-something buds who start their own fraternity next to a college.

DIESEL SAYS NO DICE

The star of *The Fast and the Furious* won't be returning for the sequel, and neither will director Rob Cohen. While many say that it wasn't a question of money, others are citing Vin Diesel's commitment to the *Pitch Black* sequel, *The Chronicles of Riddick*.

THE OSBOURNES,

BABY, YEAH!

The Osbournes, MTV's mega-hit, has been extended two more seasons. But the cooler news: *The Osbournes* will show up as one of many surprises in this summer's *Austin Powers in Goldmember*.

DVD NEWS

WOLVERINE'S AMES

We've just uncovered news on the release of the *Resident Evil* SE DVD. The DVD will be out on July 30 and will feature audio commentary from Director Paul W.S. Anderson and the cast, five making-of minifeaturettes, filmographies and "whoopie!"—a Slipknot music video. It'll retail for \$27.95.

THE ROYAL TENENBAUMS

Glance to the right and you'll see box art for the DVD release of Wes Anderson's *The Royal Tenenbaums*. The first is from Buena Vista's site, the other from Criterion's. While we're not yet sure which will be the final, we're hoping *Tenenbaums* mimics Criterion's *Rushmore*, into which we favor Wes Anderson's bro's hand-drawings.



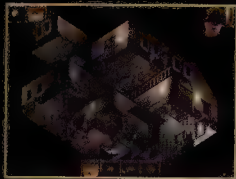
THE MAKING OF

Britney Spears. Whether you love her or hate her, you have to admit she's pretty hot. On July 23, you can buy into her big-screen debut, *Crossroads*. You're going to be shocked by the amount of extras. There will be a "The Making-Of *Crossroads*: 40 Days with Britney" featurette, videos and, oh, so much more. And it'll cost \$30.



HISTORY IS IN YOUR HANDS.
DON'T SCREW IT UP.

EIDOS
GAMES WITH CHARACTER



COMMANDOS
2
MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.



Blood
Violence



PlayStation.2

©2002 Pyro Studios. Published by Eidos Interactive. Developed by Pyro Studios. Commandos 2: Men of Courage is a trademark of Pyro Studios. Eidos, Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. All rights reserved. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association.



TOP 10 CHARTS

PS2 Top 10

Let's talk market saturation, shall we? Rockstar and EA Sports are doing their part to make sure you're buying only their games. But for every *GTA3*, there's a *State of Emergency*. And for every *Knockout Kings*, there's a *Triple Play*.

Last Month	Title / Publisher	Rating
------------	-------------------	--------

- 1 **Grand Theft Auto III** ●●●●●
Rockstar

We've run out of things to say. This game has been too popular for too long. We have a list of jokes and cracks and puns to make for every game ever made. But that list is only so deep. Wait—we've got it. We'll send you away from this space with something you can really use. Not a trick, but a further immersion into *GTA3*. OK, you know the ads you hear on the radio? Or see on billboards? Go to them when you're online. Here are a few: www.love-media.tv, www.sleepoffland.com, www.petsovernight.com. Pretty sweet.



- 2 — **Virtua Fighter 4** ●●●●●
Sega

- 3 2 **Knockout Kings 2002** ●●●●
EA Sports

- 4 3 **Tiger Woods PGA Tour 2002** ●●●●
EA Sports

- 5 — **Triple Play 2002** ●●
EA Sports

You're kidding, right? *Triple Play* has sold more this month than *All-Star Baseball* and *High Heat*. Does anyone sense that the public likes games that abuse the lowest common denominator?

- 6 5 **Max Payne** ●●●●
Rockstar

- 7 7 **All-Star Baseball 2003** ●●●●
Acclaim

- 8 4 **State of Emergency** ●●●
Rockstar

- 9 6 **Final Fantasy X** ●●●●●
Square EA

- 10 10 **Gran Turismo 3: A-spec** ●●●●●
Sony CEA

Source: NPD/Unworld TRSIS Service, March 2002. Call them at 816-625-6990 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



- 1 **SOCOM Navy SEALs** Sony CEA
- 2 **Final Fantasy XI** Square EA
- 3 **Kingdom Hearts** Square EA
- 4 **Auto Modellista** Capcom
- 5 **NCAA Football 2003** EA Sports
- 6 **Stuntman** Atari
- 7 **Onimusha 2** Capcom
- 8 **Sly Cooper** Sony CEA
- 9 **Tony Hawk 4** Activision
- 10 **Superman: Apokolips** Infogrames

Japan's Top 10 PS2 Games

- 1 **Kingdom Hearts** Square
- 2 **Armored Core 3** From Soft.
- 3 **One Piece Battle 2** Bandai
- 4 **Super Robot Taisen** Banpresto
- 5 **Nobunaga's Ambition** Koei
- 6 **Tekken 4** Namco
- 7 **S. Toku 2002 Soccer** Sega
- 8 **Onimusha 2** Capcom
- 9 **Jikkyo Baseball 2002** Konami
- 10 **Jissen Pach-Slot** Sammy

Top Ten Decent PSone Movie Games



- 1 **World Is Not Enough** EA Games
- 2 **Tarzan** Sony CEA
- 3 **Little Mermaid II** THQ
- 4 **Emperor's New Groove** Sony CEA
- 5 **Toy Story 2** Activision
- 6 **Tomorrow Never Dies** EA Games
- 7 **102 Dalmatians** Eidos
- 8 **Star Wars: Ph. Menace** LucasArts
- 9 **Alien Resurrection** Fox Int.
- 10 **The Mummy** Konami

Top 10-Selling Games, All Systems

- 1 **Sup. Mario Adv. 2** [GBA] Nintendo
- 2 **Grand Theft Auto III** [PS2] Rockstar
- 3 **Virtua Fighter 4** [PS2] Sega
- 4 **Sonic Advance** [GBA] Sega
- 5 **Sonic Adv. 2** [NGC] Sega
- 6 **Bond: Ag. Und. Fire** [PS2] EA Games
- 7 **Grand Theft Auto 3** [PS1] Rockstar
- 8 **Motocross Mania** [PS1] Take 2
- 9 **Knock. Kings 2002** [PS2] EA Sports
- 10 **Tiger Woods 2002** [PS2] EA Sports

PSone Top 10

Is it strange that *IHRA Drag Racing* and *Bowling* are still on this chart? In one game you hold down the X button; in the other game you touch the X button. So again, *Motocross Mania*, which features no mania whatsoever, is at No. 2. What gives?

Last Month	Title / Publisher	Rating
------------	-------------------	--------

- 1 **Grand Theft Auto 2** ●●●
Rockstar

Rockstar's claim on the top spot of this chart should continue for quite some time. We're waiting (impatiently) for *The Italian Job* to start its run at No. 1 on the PSone chart. But it hasn't started yet. It takes time, but for \$10, there's just no other new PSone game on the market that's worth buying. As for *Grand Theft Auto 2*, what more is there to say? The owners of this game are working for a living, doling out popcorn at the local theater—all in hopes of getting enough scratch together to buy a PS2. Smart people.



- 2 2 **Motocross Mania** ●
Take 2 Interactive

- 3 3 **Driver 2** ●●●●
Atari

- 4 4 **SpongeBob SquarePants** ●●
THQ

- 5 5 **IHRA Drag Racing** ●
Bethesda

- 6 — **Digimon Rumble Arena** ●●●●
Bandai

- 7 6 **Gran Turismo 2** ●●●●●
Sony CEA

Can we step back and consider how amazing it is that this game is still selling? You'd think everyone had bought it by now. Guess there are more PSones out there than everyone thinks.

- 8 8 **Army Men: Team Assault** [NOT RATED]
3DO

- 9 7 **Grand Theft Auto** ●●●
Rockstar

- 10 10 **Bowling** ●●
Agelec

Source: NPD/Unworld TRSIS Service, March 2002. Call them at 816-625-6990 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

 **YOU GET IT**



How Convenient

 **games.com**

electronics boutique

OVER 400 STORES NATIONWIDE

AOL KEYWORD: EBGAMES



PREVIEWS

Previewed Inside

Alter Echo.....	71	Pro Race Driver.....	64
Antz Extreme Racing.....	78	Ratchet & Clank.....	60
Batman: Dark Tomorrow.....	55	Red Faction 2.....	67
Blade 2.....	56	Riding Spirits.....	55
Broken Sword.....	55	Robot Alchemic Drive.....	62
Desperate Situation Zone.....	80	Romance of 3 Kingdoms VII.....	66
Devil May Cry 2.....	53	Rygar.....	76
Dr. Muto.....	53	Shinobi.....	76
Dual Hearts.....	67	Simpsons: Skateboarding.....	78
Enclave.....	60	Sly Cooper & Thieves' Rac.....	70
Evil Dead: Boomstick.....	76	Soccer Mania.....	54
Freestyle.....	66	Star Ocean: Till the End.....	58
Galerians 2.....	70	Superman: Apokolips.....	72
The Getaway.....	66	Tenchu 3: Wrath of Heaven.....	54
Indiana Jones.....	80	Tiny Toons: Looneyverse.....	62
Kelly Slater's Pro Surfer.....	62	Tony Hawk's Pro Skater 4.....	56
Lego Drome Racers.....	56	Total Immersion Racing.....	72
Madden NFL 2003.....	67	Twin Caliber.....	80
MISSION: Impossible-Surma.....	64	WWII: Prisoner of War.....	68
MLB SlugFest 20-03.....	74	WWE Crush Hour.....	74
Monopoly Party.....	58	WWE Smackdown! 4.....	54
MS Gundam: Fed. vs. Zeon.....	71	X-Men: Next Dimension.....	60
NASCAR Heat 2.....	74	X-Men: Wolverine's Revenge.....	61
NCAA Football 2003.....	78		
Ninja Assault.....	70		

TONY HAWK'S PRO SKATER 4

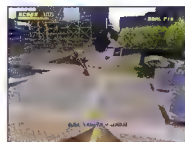
HANDS-ON
PREVIEW

Tony Hawk: the RPG

Another year, another *Tony Hawk*. And if you're sitting there wondering what the heck will inspire you to play yet another iteration of the game...well, prepare to be surprised yet again. We were.

Tony Hawk's Pro Skater 4 has what you could get away with calling an RPG mode. Though actually the new Career mode, it plays similarly to your standard role-playing game. No, don't freak out—we're not talking about drawn-out storylines and characters like Rikku in the game (though, if such were the case, this would be the first-ever action-sports title touched by Gary Steinman). No, what we're referring to regards the interaction with characters around the environments. The game allows you an unlimited amount of time to skate about, do tricks and talk to people hanging out. And the cool thing is, each person has some sort of story that relates to an objective you have to accomplish. For example, come across a photographer and he might ask you to pull off a couple of fancy moves for a photo shoot he's working on. Or, talk to a security guard and hear him tell you about a bunch of kids he's going to bust for skating on his property (which results in the objective of you skating across town as fast as possible to warn your skater buddies). This interaction adds a whole lot of fun, not to mention plenty of replayability in the game.

Naturally, this year's version also includes a slew of new moves. To pull off a Spine Transfer, for example, you must successfully skate up one side of a wall and down the other. Additionally, new combo goals require you to hit certain letters all in a row. Developer **Neversoft** also plans to include a park editor and a skater creator in this version. Strangely though, **Activision** has yet to reveal any online plans for the game. But that's OK—they have until **November** to do so.



Play Tennis and More!

See that tennis court in the background in the screen above? Well, it's not just there for decoration. If you venture over to talk to the lonely tennis player, he'll ask you for a match—and it's time for you to volley it up! Didn't pack a racket with you? No problem! Your skateboard fits the bill just fine. And if you think that sounds crazy, check this out: There's a basketball minigame too!

PLAYSTATION 2

Commandos 2	Eidos	Strategy
Droptop	Bam! Action	
Empire	Empire Light Gun	
Freestyle	EA Big X-Sports	
Gravity Games Bike	Midway X-Sports	
Jimmy Neutron	THQ Action	
Legion: Legend of Excalibur	Midway Strategy	
Letitia: Skies	Sammy Shooter	
Medal of Honor: Frontline	EA Games FPS	
MLB SlugFest 20-03	Midway Sports	
MX Superfly	THQ Sports	
Phantom: The Dark Unicorn	TDK RPG	
Pro Race Driver	Codemasters Racing	
Riding Spirits	Bam! Sports	
Soccer Mania	EA Games Sports	
Stuntman	Alan Action	
Tom & Jerry	NewKidCo Action	
UFC: Throwdown	Crave Fighting	
Wipeout Fusion	Bam! Racing	
WWII: Prisoner of War	Codemasters Adv	

Mark of Kri	Sony CEA Action
NCAA Football 2003	EA Sports Sports
Sky Gunner	Atari Shooter
Tennis 2K2	Sega Sports

August

Armored Core 3	AgeTec Action
Dragon's Lair 3D	Encore Action
IPZ: Vendetta	Crave Racing
Madden NFL 2003	EA Sports Sports
Mal: Hoffman's Pro BMX 2	Activision X-Sports
NCAA Col. Football 1/23	Sega Sports
NCAA GameBreaker 2003	Sony CEA Sports
NFL 2K3	Sega Sports
NFL Quarterback Club 03	Acclaim Sports
Reign of Fire	Bam! Action
RLH Run Like Hell	Interplay Action
Romance of 3 Kingdoms 7	Koei Strategy
SD Gundam G: Navy SEALS	Sony CEA Action
Street Hoops	Activision Sports
The Terminator DDF	Infogrames Action
The Thing	Universal Adv
Tarot: Evolt on V.I.P.	Acc a.m FPS
	Libr Soft Action

September

Armada 2: Star Comm	Metro3D Action
Dino Slasher	Capcom Light Gun
Ego Mania	Kemo Puzzle
Ghost Master	Empire Adv
Kelly Slater's Pro Surfer	X-Sports Sports
Legend of Legaia	Activision Fresh Games RPG

Need for Speed: HP2	EA Games Action
Omniusha 2	Capcom Adv
Robot Alchemic Drive	Enix Action
Simpsons: Skateboarding	EA Games X-Sports
Superman: Apokolips	Infogrames Action
Tar: Wanted	Infogrames Action
Tekken 4	Namco Fighting
Vexx	Acclaim Action
X-Men: Next Dimension	Activision Fighting

Future Releases

ack	Bandai Action
Auto Modellista	Capcom Racing
Blade 2	X-Sports Action
BloodRayne	Mages Action
Dead to Rights	Namco Action
Defender	Midway Action
Evil Twin	Ubi Soft Action
Fatal Fantasy XI	Square EA RPG
JoJo's Bizarre Adventure	Capcom Fighting
Jurassic Park P: Genesis	Universal Sim
Kingdom Hearts	Square EA RPG
Life & Stitch	Capcom Action
The Lost	EA Adv
Men in Black II	Infogrames Action
Mortal Kombat: DA	Midway Fighting
MS Gundam: Fed. vs. Zeon	Bandai Action
MS Gundam: Lost War	Bandai Action
Pac-Man Fever	Namco Party
Rayman 3: Hoodlum Havoc	Ubi Soft Action
Red Dead Revolver	Capcom Action
Ricochet	Titus FPS
Soul Calibur 2	Namco Fighting
Summer 2	THQ RPG
Spyro Enter the Dragonfly	Universal Action

PS ONE

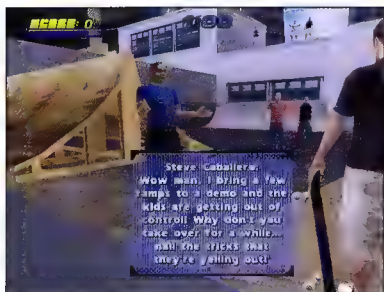
Delta Force: Urban War	Novaglo.c FPS
Dracula: Last Sanctuary	DreamCatcher Adv
Lilo & Stitch	Sony CEA Action
MLB 2003	Sony CEA Sports
Panel of the Ages	Ubi Soft Adv
Ra: The Ancient Egypt	Ubi Soft Action
Spec Ops: A rhombic Drv	Take 2 Action
Super Shot Soccer	Teemo Sports

July

Austin Powers: International Man of Mystery	Take 2	Prinball
C-12: A Lethal Resistance	Sony CEA	Action
Gundam Battle 2	Bandai	Action
Stunt Lethal 2	Sony CEA	Action

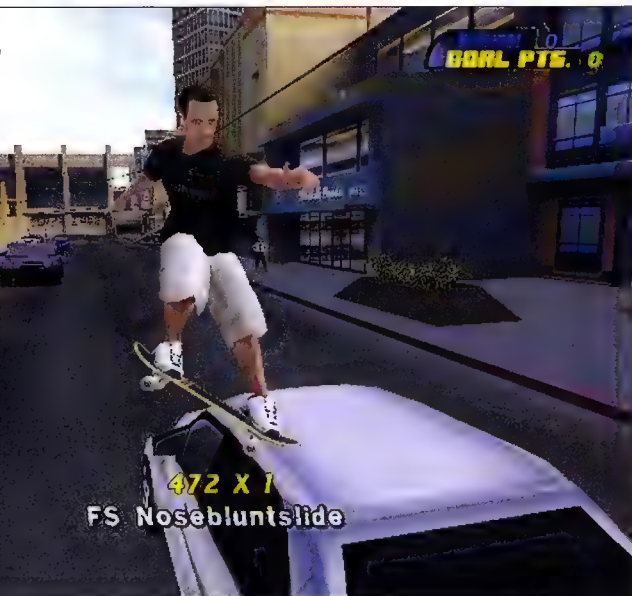
Future Releases

NFL GameDay 2003	Sony CEA Sports
The Pink Panther	DreamCatcher Action



Challenges

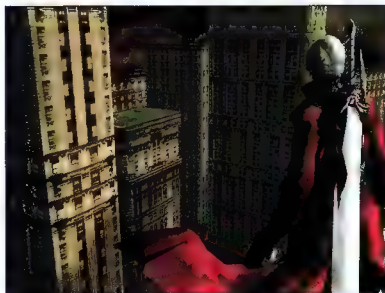
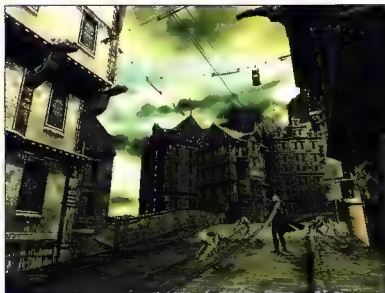
One thing's pretty clear about this year's version of *Tony Hawk*: There's a lot more to do. For example, the game keeps things fresh with challenges—talk to some skaters and they'll ask you to pull off certain sets of tricks. Succeeding in your challenge sometimes even changes the environments, as your taskmasters place different ramps in different locations for you to trick off of each time. Talk to Jamie Thomas (voiced by himself), for instance, and he'll give you a couple of his pro sets.



DEVIL MAY CRY 2 FIRST LOOK

Not too surprised, are you?

No two ways about it: *Devil May Cry* kicked ass. So should it really surprise anyone that **Capcom** plans to bring Dante back for a sequel? It's still a long way off at this point—don't look for the game until **winter** at the very earliest—but *Devil May Cry 2* seems primed to offer everything the last one did and more. Early word suggests a longer game that, unlike the original, actually takes place mainly outside. Dante's arsenal of cool weapons and devastating moves should increase, as well. But the biggest change this time? A yet-to-be-named heroine joins Dante as a playable character. And no, it's not Trish.



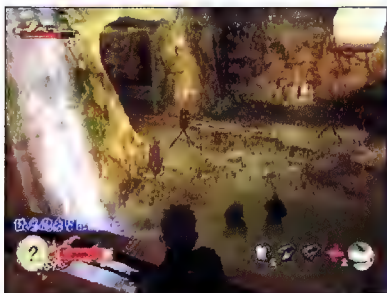


PREVIEWS



Soccer Mania

It's not part of the game's title, but those are indeed Lego people playing a rough-and-tumble footie match. And why not? After all, Lego has a line of soccer-related action playsets, and it's also a World Cup year, so it makes sense for EA to release this game, due out any day now. As you'd suspect, *Soccer Mania* is a lighthearted arcade game with customizable teams and 23 themed stadiums. Good for kids, sure, but here's hoping casual sports gamers will get a kick out of this one as well.



Tenchu 3: Wrath of Heaven

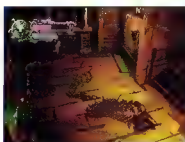
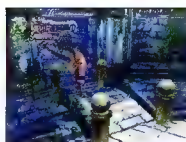
Since it won't be ready until next **spring**, Activision doesn't have a whole lot of new information to pass on about the next offering in its ninja series, the first true sequel to the original (*Tenchu 2* was a prequel). However, the company did recently present a video of gameplay that revealed, among other things, two of the three playable characters. We were also interested to learn of the new two-player co-op mode, whose details you can be sure to read about in the coming months.

RYGAR

**HANDS-ON
PREVIEW**

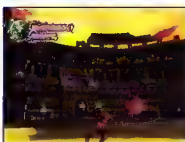
The return of a Greek gaming hero

For those of us who started gaming when *The Legend of Zelda* was a state-of-the-art, revolutionary graphical masterpiece, the name Rygar might sound familiar—he was quite the star on the NES way back in the day. Yeah, that dude—the guy who used that giant yo-yo thing to hit stuff. Well, after more than 15 years of lying low, he's finally returned. And a lot has changed since the '80s! Most obviously, you might say that PS2 graphics exceed those of an 8-bit system. The backdrops, very Greek in nature, overflow with detail, and the camera moves in much the same way as *Devil May Cry*. But certain gameplay staples have stayed very much intact, with the Diskarmor (you know...the yo-yo thing) as your weapon. And just wait until you get to use it on the fantastic-looking bosses! **Tecmo ships Rygar this October.**



The Diskarmor

So, what's a Diskarmor? Just imagine a spiked, spinning discus attached to a long chain. As Rygar's primary means for attack, he throws it in a similar manner to a yo-yo, also using it as a shield or a grappling hook. And he'll have more than one of them throughout the course of the game, collecting Diskarmors that allow for special magic attacks, such as fire, lightning or water.

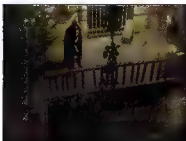
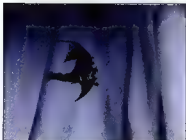


BATMAN: DARK TOMORROW

**FIRST
LOOK**

Can Kemco erase its dark yesterday?

Two years ago, Batman fans hoping for the best in *Batman Beyond: Return of the Joker* instead got the worst PS one game of the year. The guilty developer? **Kemco**. Well, guess what, Bat-maniacs? Not only is Kemco developing *Batman: Dark Tomorrow*, but it will also publish the game this **November**. Know what, though? We're willing to give *Tomorrow* the benefit of the doubt for now—we'll even go so far as to say we're looking forward to it. For one thing, we haven't seen a Batman game based on the comic-book look (as opposed to an animated series- or movie-based title) since *Batman: Revenge of the Joker* hit Genesis in '92. And based on the screens [GameCube for now; we'll see PS2 ones shortly], we've gotta say we like where Kemco's headed. A story written by DC Comics doesn't hurt, either—nor does knowing that the guy leading the team is Kenji Terada, responsible for such greats as the first two *Final Fantasy* games (NES) and *Dark Wizard* (Sega CD).



Story and Characters

While much of *Dark Tomorrow's* plot remains undisclosed, we do know this much: Apparently, Batman takes it upon himself to investigate the mysterious disappearance of Commissioner Gordon. His adventure leads him everywhere from the sewers of Gotham City to the infamous Arkham Asylum. Of course, the Joker's involved, as are other supervillains like Poison Ivy, Killer Croc and Blackmask.



**HANDS-ON
PREVIEW**

Riding Spirits

When we loaded up this playable of *Bam!*'s new motorcycle racer, we had to do a double-take on the developer. If we didn't know better, we'd think this was developed by Polyphony, because so much of the game looks like *Gran Turismo 3*, it's creepy. But, of course, this is all about bikes—more than 150, to be more precise—and motorcycle fans will no doubt appreciate the *G7*-like depth. It remains to be seen whether quality will prove as similar, but we'll find out this **summer**.



**HANDS-ON
PREVIEW**

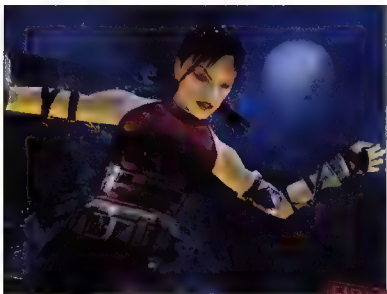
Broken Sword: The Sleeping Dragon

Now that LucasArts has proven the possibility of a quality point-and-click-style adventure on the PS2, *Revolution* is preparing the newest edition to its brilliantly written *Broken Sword* series. Due this **fall**, the game follows George and Nico through another sweeping quest—this time to save the world itself. "The technology is finally available," *Revolution* says, "to allow us to realize our vision for the next generation of the story-based game." We can't wait to see more.



Tom Clancy's Splinter Cell

Ubi Soft tries its hand at the burgeoning "stealth-action" genre with the significant support of novelist Tom Clancy. Though the game doesn't hit PS2 till **next year**, we can give you a few details: *Splinter Cell* puts players in the shoes of Sam Fisher—an agent for a secret U.S. government organization called Third Echelon—and a badass expected to rival Solid Snake himself—who comes with a huge arsenal of both high-tech gadgets and devastating hand-to-hand attacks. Cool!



Primal

After the violent abduction of her boyfriend, a girl awakens from a coma in a world inhabited by strange demonic races. In *Primal*, guide Jen through the four kingdoms of Oblivion, switching between four kickass demonic forms as the story unfolds. A gargyle named Scree accompanies you as a second playable character, useful not for combat but for his other skills—and puzzles may require the use of both. No **Sony** release date is official, but we expect to see it in **early 2003**.

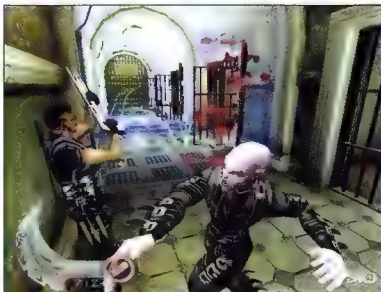
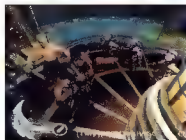
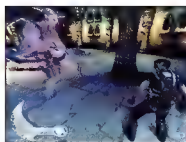
BLADE 2

HANDS-ON PREVIEW

Not quite a movie-based game

With *Blade II* having performed admirably at the box office last spring, one might immediately assume that *Blade 2* the game is directly based on the film—but it's not. Technically speaking, **Activision** only has the rights to the comic-book *Blade*, not the big-screen version of the character...so it's not really a movie-based game. But that doesn't mean the developers at **Mucky Foot** aren't trying to make it feel like one.

For starters, the cool camera angles and frequent cutscenes give the game a very cinematic look. And just as in the PSone version, the character's resemblance to Wesley Snipes is just off enough to be safely distinguished. Also like the film, a slap of silver weaponry to a hostile vampire (some being Reapers, as depicted in the movie) disintegrates it into a cool, shiny dust. By consulting with David Goyer, the writer of both *Blade* flicks, the creators not only ensure a deeper synergy between the game and the film, but also allow gamers to try out some of the weapons that didn't quite make the big screen. But just in case you don't feel like busting up a suckhead with the Daywalker's arsenal of guns, grenades, stakes, trademark sword and glaive, etc., *Blade*'s fantastic martial-arts moves should do the trick. And perhaps the flat-out coolest thing about the game? Enter a room by kicking the door down—just 'cause you're a badass.





The Italian Job™



IN STORES NOW!



IT'LL BE THE CRIME OF YOUR LIFE!

THE PLAYSTATION® GAME EUROPE HAS BEEN RAVING

"A TRULY GREAT GAME" OFFICIAL PLAYSTATION MAGAZINE 2, UK

"INGENIOUS RACING FUN" PLAYZONE, GERMANY

"AMAZING" PLAY-UP, FRANCE

"DON'T MISS IT!" PLAYMANIA, SPAIN

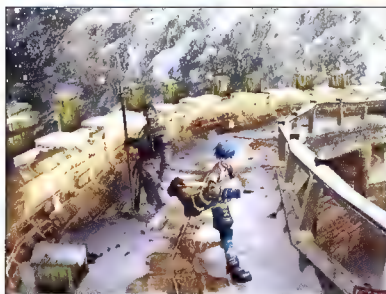
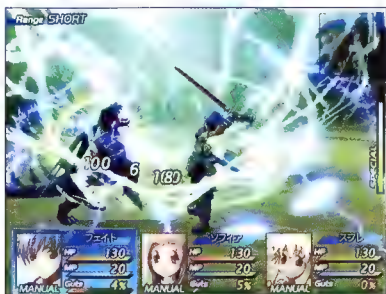
WWW.ROCKSTARGAMES.COM/ITALIANJOB

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The Italian Job™ Software © 2001 SCI (Sales Curve Interactive), Limited. The Italian Job™ © 2002 Paramount Pictures. All Rights Reserved. Developed by Pixelogic. The rings icon is a trademark of the Interactive Digital Software Association. Rockstar and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2001. All rights reserved. Min and the Mini logo are trademarks of BMW AG and are used under license by SCI (Sales Curve Interactive) Limited. © 2001 BMW AG All Rights Reserved. All other marks and trademarks are properties of their respective owners.



Mild Violence





Star Ocean: Till the End of Time

FIRST LOOK

Picking up where *Star Ocean: The Second Story* left off, *End of Time* once again offers an epic, galaxy-spanning story along with *Star Ocean's* beloved action-packed real-time battle system—but this time, all in 3D. Characters have full freedom to roam about during fights, which **Enix** tells us are frenetic, fast-paced and full of quick-shifting camera angles. If this turns out to be as good as its predecessor, then it just might be the first great RPG of **early 2003**.



Monopoly Party

FIRST LOOK

It was only a matter of time before **Infogrames** released a PS2 version of *Monopoly*, huh? Well, at least it isn't afraid to spice things up this **fall**, offering an on-screen take on the popular board game that differs a great deal from tradition. In a way, it replicates the countless alternate versions out there now (do we really need *NASCAR Monopoly*?—only with unlicensed themes like ancient civilization and outer space. One cool new feature: All four players take turns simultaneously.

WWE SMACKDOWN! SHUT YOUR MOUTH

FIRST LOOK

Everything you love, now spelled with an "E," brother

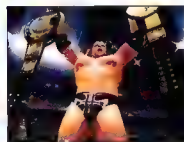
We don't want you to strain your rasslin'-lovin' brain, but take a second to think about what features showed up on your wish list for **THQ's** *Just Bring It* follow-up. Was it the chance to play with six players instead of four? Or that you wanted Hulk Hogan, Booker T, ODP and Ric Flair without having to create them yourself? Were you wishing for a better Create-a-Wrestler interface? A longer Story mode? Did you wish for a stuff-a-sock-in-it button for the constantly repeating commentary? All of that?

For us, it was the lack of supervixen Stacy Keibler. The good thing: All of the above concerns have been remedied along with lots of others. This **winter**, *Shut Your Mouth* is going to break down your door chock-full of double- and now triple-team moves, new commentary by Jim Ross and Jerry "The King" Lawler (along with last year's underachieving duo: Michael Cole and Tazz), plus all the wrestlers (and divas) you've been missing. But the sweetest feature: the opportunity to have a WWE draft.



Divas Fever

Stacy Keibler, that sweet, long-legged beauty to the left, will be one of the divas added to the *Smackdown!* stable (there will, indeed, be other babes). We know Vince McMahon adds beautiful women like Keibler to the WWE only to make us drool like bulldogs. But we believe Keibler to be the thinking-man's pretty lady. Maybe we're lame for excusing our affection for Stacy, but she's not burdened with a slattern porn queen name like Trish Stratus. Stacy's classy. You can tell by how elegant she looks in a G-string.



SEARS

PlayStation 2



Suggestive Themes
Violence



RECEIVE
\$5 OFF this
exquisite title
from TITUS.

\$5 off

STORE COUPON • EXPIRES 7/15/02



R5770163736#500

\$5 off

RECEIVE \$5 OFF Barbarian for the PlayStation®2
computer entertainment system.



Good for \$5 off the purchase of Barbarian for PlayStation®2 at Sears electronics department. Off regular purchase price, valid 06/15/02-07/15/02 only. Offer not good on layaway, balance, gift certificates or credit card payments. Not valid with any other coupons or offers. Limit one coupon per transaction. One per customer. Void if copied or transferred and where prohibited by law. Cash value 1/2¢. 2001 Sears, Roebuck and Company. Satisfaction guaranteed or your money back. Barbarian © 2002 Titus. Developed by Saffire Studios. Barbarian, Titus and the Titus logo are trademarks of Titus Software Corporation. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Sony Computer Entertainment America is not responsible for this offer.

Exclusively at

SEARS



RATCHET & CLANK

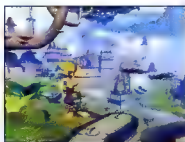
**HANDS-ON
PREVIEW**

It's not the size of your robot...it's what you do with it

Similar in theme to console-mate *Jak* and *Daxter* (dynamic duo, huge environments, wisecrackin' attitude, et al), *Ratchet & Clank* seeks to one-up that dubious duo by offering an innovative weapon system (35 in all!) and more gameplay than you can throw a stick at. And judging from what SCEA/Insomniac's put together, you'd better bring plenty of sticks. After all, when no less a man than Mark Cerny (*Sonic the Hedgehog*, *Crash*, *Spyro*, countless others) says, "I believe that this will be the gold standard by which character-action games are viewed. Mario had his five years in the sun as the standard. Now the world will be viewed through the eyes of Ratchet," then you had better believe that Insomniac is cooking up something good. But who exactly are Ratchet and Clank?

R&C is the story of two misfits who come from faraway places but, as luck would have it, happen to work great together. Ratchet is a furry, young mechanic who wants to get off of his home planet but lacks the parts to do so. In no time flat, he meets up with Clank, a "defective" robot (in this case, "defective" indicates an intelligent personality) who fell off an assembly line producing an army of evil (and dumb) robots for the malevolent alien race known as the Blaarg. The Blaarg have overpopulated their planet and are working to build a new one by taking pieces of other worlds and fitting them together to form a new one. When Clank crash-lands on Ratchet's world, the two meet and form an unlikely (and often adversarial) alliance determined to stop the Blaarg's destructive march.

Using a purchase system reminiscent of *Maximo*, Ratchet earns the weapons and gadgets he buys by collecting various nuts and bolts that act as the game's currency. No collecting 100 fruits crap here! Besides the wide variety of weapons (which can be used to beat each level in a variety of ways), Ratchet can also upgrade Clank (who functions as a backpack) into myriad gadgets, such as a helicopter that lets the duo double-jump or slow their descent from a fall. It's innovations like this that will keep us champing at the bit between now and the game's **November** release.



X-Men: Next Dimension

**HANDS-ON
PREVIEW**

Remember the huge environments featured in *DOA2*? How they just seemed to go on forever? Well, imagine the same feature in an X-Men fighting game from **Activision**, and you have a decent idea of what to expect in the eight arenas for *Next Dimension* this **September**. Fall out the window of the Xavier mansion, for example, only to continue your duel in a courtyard...which might open up into the Blackbird's hangar. The game also boasts a deep Story mode (well, for a fighting game).

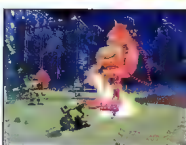


Enclave

**FIRST
LOOK**

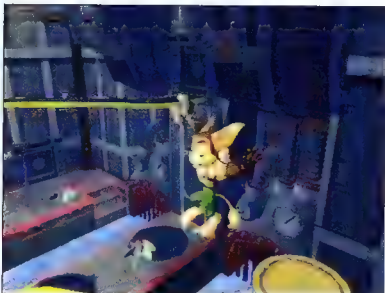
The interesting aspect of this fantasy-action game from **Conspiracy** and German-based developer **Starbreeze Studios** is that it allows you to play from both a first- and third-person perspective. Both come heavily into play—certain enemies are best taken out with projectiles, with others most suitable for hand-to-hand combat. It's actually quite fast and, unlike its Xbox counterpart that hits this summer, this **winter** release may actually have online multiplayer support.





Lively Environments

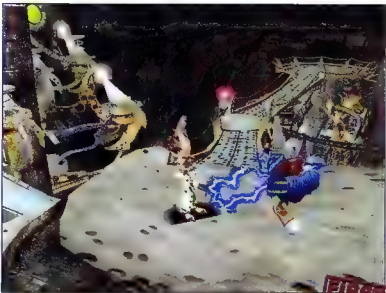
Hats off to the guys at Insomniac. One look at the screens will tell you that the futuristic environments upon which our darling duo romp are something special. These "levels" are huge. In every direction, as far as the eye can see, the worlds our heroes traverse are packed with beautiful architecture, little fluffy clouds, eye-melting detail and loads of animated objects doing their own thang.



**HANDS-ON
PREVIEW**

X-Men: Wolverine's Revenge

Even though we won't get *Wolverine's Revenge* from *Activision* until *X* hits theaters next **May**, we've already seen the game in action—and we're pretty sure you'll want to sink your claws into this one, bub. *Wolvie's* faceoff with Juggernaut proves quite the battle, as you must coerce Xavier's bro into running into things in order to most effectively attack. But what most impressed us was that you can actually use his heightened senses to scope out situations, as seen above.



**FIRST
LOOK**

Dr. Muto

Check this out: Dr. Muto can mutate. Get it? Muto...mutate...hah! Muto is also a doctor—although we're not sure if he's a "real" doctor or just some chiropractor on an ego trip. Either way, he's the star of *Midway's* new adventure platformer, due out this **winter**. The game is still early in development, but it's said to have a host of interesting features, like the abilities to control genetically engineered slaves and to steal DNA from all kinds of creatures. Plus, Dr. Muto can...mutate!



Robot Alchemic Drive

We've yet to see *RAD* in action, but if *Enix*'s robot sim comes close to offering what it promises when it's released in **September**, then prepare yourself to be blown away. Get this: You pilot a 20-story-high robot via remote control. At the same time, you (as the pilot) have to duck and dodge falling debris, oncoming traffic and giant, squish-happy robot feet. Plus, *everything* in any environment can be leveled, hopefully leading to *Godzilla*-like frenzies of destruction.



Tiny Toons: Defenders of the Looneyverse

It's hard not to have fun with a *Tiny Toons* game—especially with a developer like *Treasure*. Our time with the title has offered some simple yet fun gameplay. Grab lots of objects and hurt them around while homing in on locations you want to warp to (as shown in the screen directly above). With four-player compatibility, *Defenders of the Looneyverse* is a definite for parties—plan one for **July**.

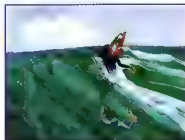
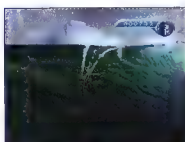
KELLY SLATER'S PRO SURFER

HANDS-ON PREVIEW

Mellow tunes and big waves just in time for summer

Go ahead, say it. Get it out of your system. Say it, or we will. OK, fine: "Tony Hawk on a surfboard." There. Now, get over it. What *Activision* really has with *Kelly Slater's Pro Surfer* is Kelly Slater on a surfboard. Maybe you like surfing; maybe you think it's for curly, blond-haired dudes with no ambition. But when it comes to *Slater*, it's all business and all kinds of fun.

The first thing you'll notice is the music. Soothing, settling, wonderful. We're hoping it sets the trend for future game music. Instead of MTV crapola, these tunes make us feel like we should ride a wave when we're listening. And isn't that the point? Of course, being confined to a wave may mean that you don't have the freewheeling control like in *Tony Hawk*, but it doesn't mean it's not any fun. The developers at *Treyarch* have taken great pains to blend realism and arcade facets, so you ride realistically but can still pull off gnarly tricks. Surf's up this summer.



Ladies Love Surfer Dudes

If you think surfing is for jobless losers who have no ambition, then you'd be right. But Kelly Slater isn't your typical surfer bum. At least not when it comes to scoring with one of the hottest women on the planet. While working on *Baywatch* in 1992, Slater met Pamela Anderson. At the time, both were involved in relationships, so nothing happened. But later, the two dated. And later, the two broke up.

A LONE DELTA FORCE SOLDIER.
A global threat.
Terrorists behind every door.



DELTA FORCE: The U.S. Army's elite. Defined by their expert combat skills and physical and mental toughness.

Do YOU fit the **PROFILE?**

DELTA FORCE URBAN WARFARE

FEATURING NEW SONGS BY 3RD STRIKE

NOVALOGIC

REBELLION



Watch the trailer and learn
more at www.novalogic.com



Violence
Blood

© 2002 Novalogic, Inc. Novalogic, the Novalogic logo and Delta Force are registered trademarks of Novalogic, Inc. The Delta Force logo, Urban Warfare logo and Urban Warfare are trademarks of Novalogic, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Rebellion and the Rebellion logo are registered trademarks of Rebellion Developments Ltd. All other trademarks are property of their respective owners.



NASCAR Heat 2: Road to the Championship

FIRST LOOK

Now that EA Sports has reclaimed the "best NASCAR game out there" title with *NASCAR Thunder 2002*, we'll be interested to see if *Heat 2* returns **Infogrames** to the lead poll position this **November**. With the game's new Career mode, you can gain and lose sponsorships, use more than 100 parts to upgrade cars, play in four distinct leagues (even the Craftsman Truck Series) and more, all across 31 tracks.



Mission: Impossible— Operation Surma

FIRST LOOK

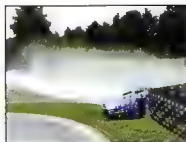
Infogrames/Atari brings back *Mission: Impossible* with more of an emphasis on strategy and stealth than full-blown action. This time, you'll work with an entire IMF team to combat the effects of a devastating computer virus. You can expect all the high-tech gadgetry and disguises you'd associate with *Mission: Impossible*, plus a wide variety of locales set all over the world. Look for the game this **fall**.

PRO RACE DRIVER

A story-driven racer

As a sort of pseudosequel to 1999's excellent *Touring Car Challenge: TOCA 2*, **Codemasters** brings us a bit of a different take on driving games with *Pro Race Driver*. Unlike most racing games, this one places a heavy emphasis on story, as you assume the role of an up-and-comer named Ryan McKae. Throughout the course of events, Ryan develops friendships and rivalries with other racers on the circuit, which also affect what transpires on the game's 30 real tracks. Also during a race, Ryan's crew advises him about race strategy, weather, his opponents and the general state of his car—which can get pretty banged up, as shown by the realistic damage.

Codemasters seems particularly excited about the game's cutscenes, which last between 15 and 45 seconds each so as not to deter from gameplay. Developed with the cooperation of professional film producers, each scene was motion-captured with an entire cast of actors who recorded their speech at the same time their movements were captured—quite the departure from the normal method of recording one at a time, with totally separate sessions for voiceovers. We'll see if it works this **June**.



Ryan's Song

Here's what fictional *Pro Race Driver* star Ryan McKae has to say about his motivation: "Well, it's like this, ya know. My father and brother, they're good drivers...but I'm real good too. They never gave me the chance to prove it. It was like 'Donnie this,' 'Donnie that'—and now my father's gone. He's gone, ya know. The only way he'd take notice of me is, like, to beat Donnie on the track. Beating him on the track is the only way I'll get my dues. I can do it."



Six lucky kids, ages 12-17, will be selected to bring three friends each on a 4-day/3-night trip to New York City. The six winners will then compete for \$10,000 cash in the Ultimate RZone Video Game Challenge at the new Toys"R"Us store in Times Square. You pick the platform, we take care of the rest.



\$10,000 CHALLENGE

[illegible]



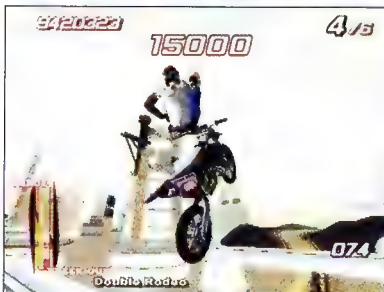
FREEKSTYLE

**HANDS-ON
PREVIEW**

The need for speed

All of you dirt-bike owners waiting for the *SSX* conversion from snow to dirt have little wait left. **EA Big** should have *Freekstyle* to you in **June**. So, does it seem worth its weight in DVD disc? So far, we say yes. While we thought the game was too *SSX* out of the gates, some recent polish and refinement have increased our enjoyment of the adrenalinized rides down these vast tracks.

As a departure from *SSX*, you'll instantly feel like the controls are simpler. Putting off tricks is a matter of getting air, holding a direction and pressing a button. Of course, that's for the less animation-savvy, mind-blowing tricks, but as you master the game, you'll see there's plenty more. And the animations incorporated look worthy of the EA Big tag. We don't know what else it's got in store, but *Freekstyle* is another step in the right direction.



THE GETAWAY

Three years in development...and it shows

The heart of London's Soho, the seedy underbelly of England's capital city, plays host to a team made up of some of **Sony's** finest development talent—writing a game about the seedy underbelly of London. Kind of appropriate, don't you think?

In *The Getaway*, you play Mark Hammond, a reformed hard man framed for his wife's murder by an East End gangster named Charlie Jolson, who forces Mark to embark on a one-man crime spree—or his kid buys the farm. As the plot's climax nears, you switch to a second character, Frank Carter, an ex-cop with a grudge. By the final curtain, the two story strands merge as one.

The game combines frantic driving sections interspersed with stealthy third-person action, split roughly 60-40, respectively. A typical mission might involve chasing a bunch of bad guys through town to a warehouse, then fighting your way on foot through a set of buildings, only to leap into another car as the action shifts to another location. Over 40 square miles of London are accurately mapped—the artists spent three years taking literally millions of photos of the city. *The Getaway* looks fantastic already, which bodes well for its final release this **winter**.



Motion Capture

Cutscreens feature a revolutionary magnetic motion-capture system that uses the in-game engine. Gavin Moore, director of animation, explains: "Unlike with an optical system, we can have five actors in a scene with wooden props, and we can record the sound at the same time. I can display the motion of the actors simultaneously on a screen, using the actual game characters in the game environment." The only restriction? No metal can be present on set or else the system goes haywire!



MADDEN NFL 2003

**HANDS-ON
PREVIEW**

Online is so fine, but it's one of many improvements

Sure, it's summertime, so it may be tough to get excited about football. But that's because you haven't seen EA Sports' new *Madden*, due in August. Every year we're shocked by the graphical improvements and how much closer it gets to looking like a TV broadcast. But while the game usually looks great, many of the events feel scripted, taking control away from the user. This year

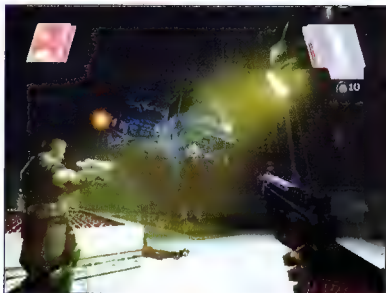
Tiburón has tried to remedy that. Last year, taking control of the receiver was an easy way to miss a pass; this year, it means you have a better chance of making a play. Same deal for defensive backs.

But the real buzz about *Madden* isn't in subtle gameplay maneuverings, but rather in its additions. The game's new Mini-Camp is basically a set of minigames that allows you to score unique Madden cards and improve your skills. Meanwhile, the new Create A Playbook permits you to pick plays from other playbooks or make your own. Then, of course, there's a little thing called online play—meaning you can play against people in Alaska. But one of our favorite new features is that you can now scout players for the NFL draft. Very cool.



Camping Out

Everyone loves *Madden*. How else would the franchise be in its 13th year? But not everyone who loves *Madden* enjoys sitting down to play a full game every time. To combat this, the makers have built in a Mini-Camp mode consisting of six different minigames, each having four difficulty settings. Our personal favorite is the pass-defending game, where you play as a defensive back and bat down passes shot out of a machine. To the left here, you can see the ground-attack drill.



Red Faction 2

The first *Red Faction* rocked—and it was a first-generation PS2 game! We can't wait to see what **THQ** and **Voltion** pack into this sequel. We know that the setting is Earth, the uprising is against a corrupt dictator name Sopot, the weapons are more numerous (including double-listed pistols), and your character must work with a team of five specialists to succeed. We also expect more vehicles and an enhanced Geo-Mod engine, once again allowing you to blow through anything this **winter**.



Dual Hearts

Originally released by Sony CEI in Japan, this upcoming action/RPG from **Attus** follows the journey of a young treasure hunter named Rumble in search of a dream stone. He teams with a magical creature called Tumble (imagine that...their names just happen to rhyme!) to enter the dreamworld, where the two must then work together to overcome obstacles. It may sound generic, but at least the mood and gameplay are said to please. Look for it this **fall**.



PREVIEWS

WORLD WAR II: PRISONER OF WAR

June's *other* World War II game

If for any reason you tire of playing *Medal of Honor: Frontline* this summer, yet you yearn for another new World War II-themed release, **Codemasters** might just have what you're after this **June**. But don't expect anything like *Frontline*—in fact, don't expect anything quite like you've played before.

Prisoner of War offers a thoroughly unique gameplay experience. Beyond its very *Metal Gear Solid*-like stealth and conversations held in a *Monkey Island*-type manor, comparisons to other games don't come easily. As an American pilot held captive in various Nazi POW camps, the only thing on your mind is escape. But with no weapons, your success throughout the entire game depends on not getting caught and using your brain to solve puzzles and outwit guards. Chat with other prisoners for help (you might need to help *them* first!) and watch as the story develops—one that spans several different camps and also requires you to thwart the development of a superweapon being created right under your nose.



ROMANCE OF THE THREE KINGDOMS VII

HANDS-ON PREVIEW

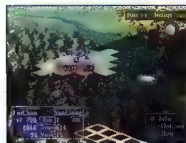
The long and winding road

If you're one of the rare breed waiting for Koei's *Romance VII*, bear with us. We're just getting familiar with it. If you're not, know that this is a technical game with a limited (and passionate) audience. It's so complex and immersive that you'll play for three hours before you've even gotten your dynasty off the ground. So to speak.

Basically the entire game revolves around second- and third-century China. Plan on spending some time with the 42-page manual if you expect to take down great warriors like Lu Bu, Zheng Fei or Guan Yu. You'll also need to read it so you're up on your Feng Shui, just to keep yourself at peace and your townspeople happy.

And make no mistake, this is one *deep* game. You can play as one of 535 characters, for starters—or more if you choose to create your own warriors in an attempt to bring peace to China. Elect to control China as a leader, or struggle your way up the social ladder as a civil servant. And once you gain power and the trust of the people, you can overthrow the government with the same type of gumption that made the Revolutionary War America's first success.

If you liked the story behind *Kessen II* and *Dynasty Warriors*, or if China's your bag, **July**'s going to be one busy month for you.



HOT-HEADED. COLD BLOODED.

HEADHUNTER

Meet Jack Wain. He's just woken up from a coma to discover he's missing most of his life - his memories, identity, even his mind.

Now he must embark on a quest filled with mystery, murder and carnage in search of himself.

Along the way he will confront ruthless killers, terrifying plots and his own enigmatic past.

.....HEADHUNTER.

"Headhunter is already looking like it has what it takes to stand in the same place as *Syphon Filter* or *Metal Gear Solid*." - DPM, January 2002



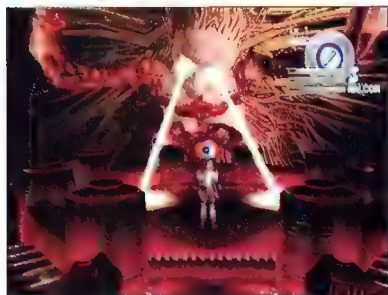
Blood
Violence



PlayStation®2

Acclaim[®]
www.acclaim.com

HEAD HUNTER™ Created by and Produced by SEGA. Converted by Xenus. Published and Distributed by Acclaim. Original game is ©1994,1995, © 1996,1997, © 1998, © 1999, © 2000, © 2001, © 2002 Acclaim Entertainment, Inc. All Rights Reserved. "The Predator" and the "XPS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Galerians 2

The original *Galerians*, even with its quirky battle gameplay, was still a rather intriguing survival-horror release, thanks to its psychic-themed storyline. The sequel, which hits Japan this summer, looks to remedy the flaws of the original and up the experience overall. Now entirely in 3D, environments are interactive and destructible, and flashbacks occur in real time (with some nifty effects). **Crave** announced a U.S. release awhile back but has yet to set a date.



Ninja Assault

This September, you'll realize that **Namco** hasn't forgotten about that blindingly bright hunk of plastic known as the Guncon2 that it included for you in *Time Crisis II* and *Vampire Night*. With said pseudoweapon in hand, *Ninja Assault* requires you to blast through hordes of demons en route to rescuing the fair Princess Koto from demons wanting to sacrifice her. The title's assailing ninja is you, and just like every other paid assassin of feudal Japan, you fight evil with a gun. Whatever.

SLY COOPER AND THE THIEVIUS RACCOONUS

Sony hopes to steal gamers' hearts this fall

HANDS-ON PREVIEW

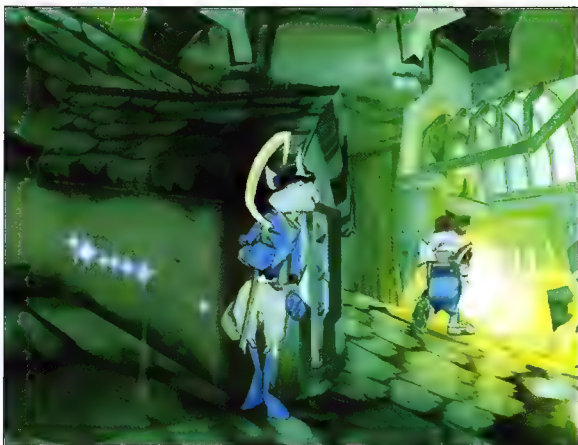
"Being confused about what to do next is one of the least fun things in video games," Brian Fleming, producer of *Sly Cooper* and one of the founding members of **Sucker Punch Productions**, is talking about a formula for success. He wants to build a game that generates the same draw, the same appeal of a *Crash Bandicoot* or a—dare we say it?—*Mario*. He's off to a good start: From what we've seen, *Sly Cooper* could easily turn out to be an outstanding 3D platformer. What's most interesting is that, for the first time in a long time, this is a character-based platformer that's more about interesting gameplay than it is about pushing the limits of the technology.

Sly, a raccoon with a proud thieving pedigree, is a promising character. His training gives him an assortment of stealth moves, from shimmying up ropes and pipes to dodging spotlights and hiding with his back to the wall, Snake-style. And his unique, hook-like "thief tool" adds a further dimension by being used for everything from hanging from suspended rings to hauling in distant objects—not to mention its more basic use as a melee weapon. The "thiefy" qualities Sly possesses keep the game focused on stealth and some basic puzzle solving. In some areas, he needs to take to the rooftops to avoid detection; in others, he hops into a portable barrel and hides in plain sight.

The innovative aspects of the gameplay are complemented by the ultra-cartoony visual style. This is one of the few games that could easily be mistaken for hand-painted animation. That will certainly draw in a younger crowd, but Sucker Punch is careful to ensure that Sly isn't a game that only kids will play. They've added loads of secondary and tertiary tasks for the hardcore; one particularly challenging task even rewards players with "director commentary" in the form of developer diaries that the player can listen to while replaying a level. "You'll be able to listen to what the designers were thinking when they made the level," says Fleming. "We've really thought through how to reward people who are video-game addicts, who are experienced players, or who are novices. I believe we're making a good amount of content for all the potential audiences."

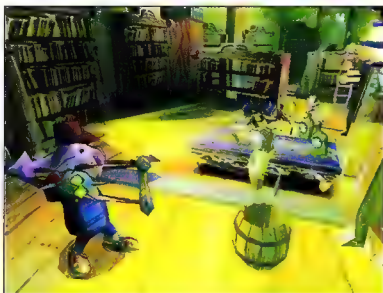
Sucker Punch remains awfully tight-lipped about some of the specifics of the game, though—they won't even fess up to the number of levels! But the release isn't all that far away—**Sony CEA** plans to publish the game in **September**—so we should be able to get our hands on some more in-depth info in the very near future. Until then, enjoy these beautiful screens, sharpen up your stealth skills, and prepare yourself for an all-new platform adventure.





Sucker Punch Talks PS2 Power

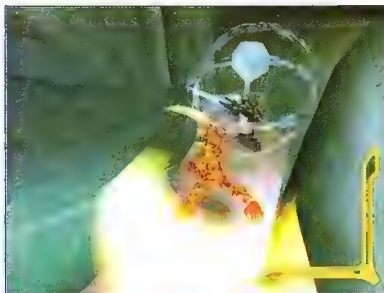
We asked Chris Zimmerman, director of development at Sucker Punch, if the PS2 is reaching its limits in terms of sheer power. He doesn't think so. "I think the machine is capable of quite a bit more," he said. "For the first generation of games, people were doing the obvious things, the standard things. As time goes on, you'll see more innovative things, both with the visual style and with the gameplay. An important part of what we wanted to do as a team was to make something that looked and felt different, not just in the visual style but in gameplay as well. And with the PS2, we've been able to do that."



Mobile Suit Gundam: Federation vs. Zeon

FIRST LOOK

Here's a first: a Gundam game that might actually be worth checking into even if you're not into Gundam games. Originally developed by Capcom for Japan, *Federation vs. Zeon* features fast gameplay more akin to your standard beat-'em-up game. Missions take place on land, sea and in space, and there is plenty of firepower at your disposal. Look for Bandai to release the game in October.



Alter Echo

FIRST LOOK

Definitely one of the most visually intriguing games we've seen in a while, *Alter Echo* from Outrage and THQ stars a guy named Nevin who's stuck on a planet gone mad. Literally. The planet itself is alive and keeps spewing out vile creatures—and only Nevin can save the world. Thankfully, he's got a PolySuit that allows him to change into different forms for different types of missions and confrontations: Stealth mode, Gun mode and Melee mode. Look for this one **early next year**

SUPERMAN: SHADOW OF APOKOLIPS

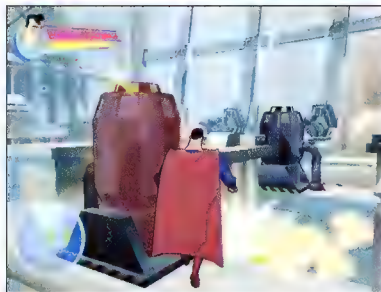
HANDS-ON
PREVIEW

Made by Superman fans for Superman fans

"I'm 31 years old, and I'm a huge Superman nerd," admits Rob Smith, senior producer at **Infogrames Sheffield House**. While many might feel compelled to point and laugh at such a confession, fellow Super-fans can only delight in this knowledge, as it offers hope to what until now many deemed impossible: a good Superman game. Believe it or not, one just might be headed our way.

Our time with *Shadow of Apokolips* impressed us with an atmosphere that already seems to capture the feel of Superman's late-'90s animated series with flying colors (those, of course, being red, blue and yellow). The cel-shaded graphics might make you look twice before realizing you're not watching a cartoon, while the nearly 60 cutscenes could fool you altogether—especially considering that the show's cast provides the voice work (see lower sidebar).

Though controls take some getting used to, you realize their complexity is necessary in order to execute our hero's plethora of moves. "You've got a character who does so many different things," says Smith, "and you've gotta do those justice." If you've seen Superman do it in the cartoon, you can probably do it here. While airborne, you can fly at two different speeds (fast and faster) and hover at any spot. Mid-flight strafing helps you dodge attacks, as do barrel rolls and loop-de-loops. Use Supes' superstrength to pick up heavy objects—you're even tested in button-mashing sessions similar to *Unlabeled* in *Metal Gear Solid*. Also similar to *MGS*, stealth comes into play when you infiltrate LexCorp as Clark Kent, and you've even got radar (a visual representation of superhearing), which is a necessity for rescue missions. Ice breath and heat vision also prove useful at times, as do X-ray and telescopic vision in puzzle solving. Fly through Metropolis this **September**.



The Show Must Go On

Though *Superman: The Animated Series* has been off the air for a few years now (Cartoon Network reruns don't count), fans can almost look at *Shadow of Apokolips* as a new episode—especially since the starpower has returned. Some of the more notable of the 16 voice actors: Tim Daly (Superman), Dana Delany (Lois), Clancy Brown (Lex), Malcolm McDowell (Metallo) and Lori Petty (Livewire).



Superhero GTA3?

In *Shadow of Apokolips*, Supes traverses vast environments like Metropolis (left), where he can leap the tallest building in a single bound or simply choose to meander along with civilians. He's got lots of freedom. So why not just have air levels and ground levels, as in *Spider-Man*? "It'd make my life a hell of a lot easier," laughs Smith. "But it's good having to [push ourselves] like that, because it's quite an original, innovative thing. It's almost like *Grand Theft Auto III*—but you can fly."



PlayStation 2

TAKE A RIDE ON THE **WILD SIDE!**

TONS OF TRACKS



FASTER SPEEDS



DEVASTATING CRASHES



WHAT RACING IS ALL ABOUT



Visit www.esrb.org
or call 1-800-771-3772
for more info.

Also available on
GAME BOY ADVANCE



FASTER AND MORE DEVASTATING

DOWNFORCE

DOWNFORCE: ©2002 - TITUS SOFTWARE CORPORATION. Downforce, Titus and the Titus logo are registered trademarks of Titus Software Corporation. All rights reserved. Developed by Smacklog. Made with Karna Game Dynamics. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of their respective owners. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. Screens shown were taken from the PlayStation®2 version of the video game.



Total Immersion Racing

FIRST LOOK

And you thought *Antz Extreme Racing* was the only **Empire** racing title you'd feel like a lesser gamer without picking up this fall! Just as *Antz* will help fill the void of kart-racers we feel on a daily basis, so will *Total Immersion Racing* quench our thirst for those oh-so-impossible-to-find realistic games of the genre! OK, enough sarcasm. Truth is, with 18 vehicles in each race and the promise of topnotch A.I., *Immersion* could live up to its name. Maybe.



WWE Crush Hour

FIRST LOOK

Twisted Metal meets pro wrestling? Sure! Why not? In *Crush Hour*, 24 WWE superstars face off in monster vehicles designed to reflect their personalities—each replete with massive doses of firepower. The gameplay is *Twisted Metal*, but with more of an emphasis on close, head-to-head battles. One mission, for example, has you fighting over a WWE contract that you must safely deliver to your base without getting tagged. You can smell what **THQ** is cookin' next spring.

HANDS-ON
PREVIEW

MLB SLUGFEST 20-03

Arcade baseball that'll punch you right in the gut

Arcade baseball has been nonexistent for years. You could try to pass off *Triple Play* as an arcadey version of the national pastime, but that's a coat of verbal paint sloshed over a bad product. It takes a lot of attention and care to make a great arcade baseball game—the same way it does to make a great simulation baseball game. We didn't realize this, though, until *SlugFest* dropped from the **Midway** heavens.

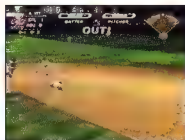
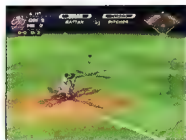
SlugFest, surprisingly, resembles *NFL Blitz* a bit more than we could've expected. For one thing, the two games share blindingly shiny and beautiful graphics—which makes us wonder why all simulation games can't look this good [you hearing us, *High Heat*?]. And, believe it or not, both are contact sports.

In baseball, you may get the occasional run-in at home plate when the game is tight...but you can duke it out left and right in *SlugFest*. Throw a kidney-punch at the guy who just broke up your no-hitter if it makes you feel any better. Trust us, it will.

And man, do we love the beanball! Yeah, it's a pretty low-class thing to do, but in this game nailing batters is as strategic as bunting a runner to third. If you want to throw at Barry Bonds, then go ahead—it's a good idea because, depending where he gets popped, his attributes likely sink in different categories. But by beaning him you also risk him becoming "on fire," making his attributes rise big time—instead of a league-high 10 setting on power, he'll have a 12 or 13. That spells lots of trouble for his next at-bat!

Considering *SlugFest*'s levity, including behind-the-back catches on routine fly balls, it should come as no surprise that the announcing is fantastic. Set the controller down while you go grab a Coke and the commentators discuss how there's nothing going on, and how much they'd like to take a nap. Or how one cut part of his ear off while shaving. Their banter isn't always goofy—which is exactly what makes it funny. Kudos for giving us a giggle during gameplay.

Ultimately, it seems like we've got a really promising game on our hands. Let's see what else they can pull off when *SlugFest* strikes stores this **June**.



Dames Sell Games

We know that loading screens aren't supposed to do anything. You're just supposed to sit and wait. Maybe stuff a handful of pretzel sticks into your maw. But with the *SlugFest* babe smiling at you throughout the game, you might actually welcome the wait. Clad in pinstriped hot shorts and low-cut tanktops, the *SlugFest* dame puts the *Blitz* cheerleaders to shame. Is it wrong for us to say we can't look away?



SLAM'N SCREENS

Full Color Game Screen Allows You To
Play Games, Home Videos
& DVD's Anywhere!



KICK'N SOUNDS

Game Sound System,
AV Selector and
Stereo Speakers
Add A Blast
To Your Gaming
Experience!



CYBER CONTROLLER

Programmable Allows Up To 12 Difficult
Multiple Moves To Be Programmed Into
One Button!



Attitude For Your Game!

Available at **ARCADE** **TOYS** **US** **COM** **Game** Babbage's **ncol** and software

PlayStation® and PlayStation® 2 are registered trademarks of Sony® Computer Entertainment Inc.
Intel® is a registered trademark of Intel and are not manufactured, sponsored, endorsed or distributed by Sony® Computer Entertainment Inc.
† At Retail Locations



PREVIEWS

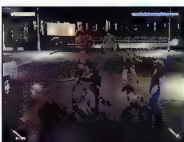
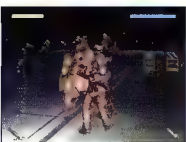
EVIL DEAD: A FISTFUL OF BOOMSTICK

HANDS-ON
PREVIEW

Groovy, or will you want to return it to S-Mart?

So, you're probably looking at the screenshots below thinking, "Hmm... this almost looks like *State of Emergency: The Evil Dead Version!*" Well, Skippy, there's a reason for that. The team behind *Evil Dead: A Fistful of Boomstick* is none other than **Vis**, the same folks who disappointed us all with *State of Emergency* earlier this year. We do have to admit, though, that *Boomstick* certainly has a better look to it than *Emergency* did. And if there's any movie character out there perfect for busting up swarms of undead with shovels, chainsaws and shotguns—a weapon in each hand—it's Ash.

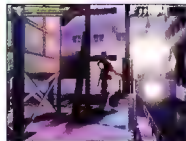
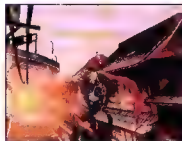
Boomstick takes Ash on a trip through time—including the Colonial era, the Civil War and today—in order to save the town of Dearborn from the influence of the *Necronomicon*. In addition to weapons like those mentioned above, Ash also sports some magic spells that increase the range of his attacks. But the best part of this **early 2003** release from **THQ**? A Bruce Campbell voiceover. Oh yeah.



SHINOBI

We want it now!

New information on *Shinobi* is tough to come by—but we just had to show you the latest screens for **Sega's October** release. Also, an interesting tidbit: The game's characters are developed by the same dude responsible for those in *Devil May Cry*.



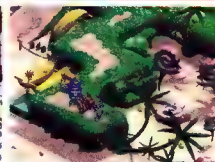
Hackers have cracked into Digimon Online!

Can you stop their plans for world domination and help save the planet?



DIGIMON[®] Digital Monsters DIGIMON WORLD 3

As seen on
TV!



Coming to the PlayStation game console this Summer!



www.bandaigames.com

© Aktyoshi Hongo • Toy Animal on TM & © 2001 Bandai America Incorporated. All Rights Reserved. DIGIMON, DIGITAL MONSTERS, and all related logos, names, and distinctive likenesses herein are the property of Bandai/Toei Animation. Used under license by Bandai America Incorporated. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



The Simpsons: Skateboarding

Don't get your hopes up on ever seeing a Simpsons game that pushes the envelope in any way. Fresh off of aping *Crazy Taxi for Road Rage*, it appears that **EA Games** and **Fox Interactive** have no shame "borrowing" the formula that's made the *Tony Hawk* franchise so lucrative over the past few years. But what the hell? We love *The Simpsons* and we love *Tony Hawk* games. We could do worse this summer than skating through Springfield with nine beloved characters.



Antz Extreme Racing

You can't accuse **Empire Interactive** of milking its *Antz* license. After all, the U.K.-based publisher will have waited a whopping 48 months from the movie's release to deliver this game to store shelves (for those who don't care to do the math, that means this September) *Antz Extreme Racing* is exactly what you'd expect it to be: a kart-style arcade racer with a variety of modes, plenty of weapons, tons of power-ups, lots of insects and a virtual swarm of challenges.

HANDS-ON
PREVIEW

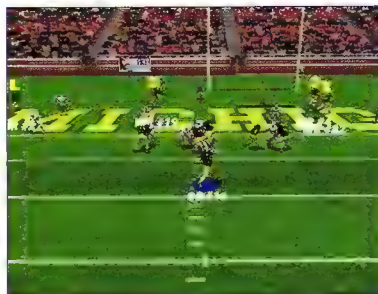
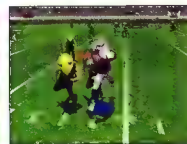
NCAA FOOTBALL 2003

Time to cut a few classes—NCAA's back in a big way

Are you the type of college football fan who wants the Old Brass Spittoon or Paul Bunyan's Ax next to your beer-can pyramid? Or are you more of the go-for-the-national-championship type? This year, **EA Sports** caters to both sets: the hardcore NCAA class-cutter and the never-tardy bookworm.

This July, *NCAA* has so much to offer. Enhanced from the PSone days, *Rivalry* games allow you to play for some beaten-up, peed-on, drank-out-of, broken-and-fixed trophy that means the world to the winning team. Once you play a *Rivalry* game between Notre Dame and USC, you'll see what we mean. You'll want the Jeweled Shillelagh more than ever. And most of you won't know why.

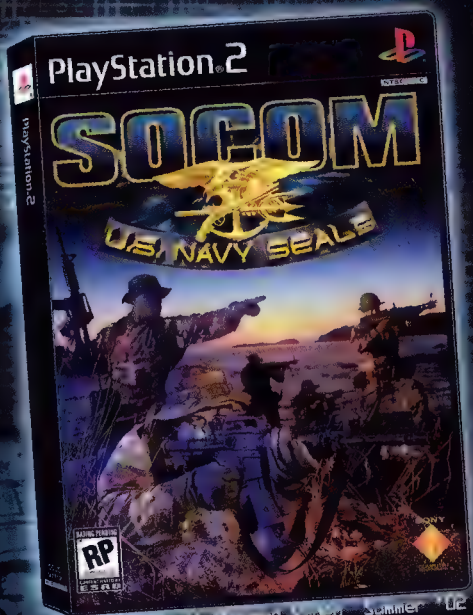
But *Dynasty* mode offers the real bread and butter. Anyone who played this last year knows exactly what we mean. Now deeper and more engaging, it features even more factors to dictate the success of your team—whether you'll rank No. 1...or worry for your coaching job. Meanwhile, new custom schedules allow you to choose your own non-conference matchups and play a softer schedule if you want (just don't forget about the BCS!). But the best part? On-field performance affects recruiting success, crowd attendance and your program's prestige. So study up, camper.



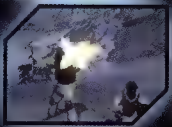
Telecasts Count

Last year, *Dynasty* mode was one of the best reasons to grab a copy of *NCAA Football 2003*. This year will be no different. One of the coolest features within the new version is the importance of television broadcasts. The more wins you get when you're on national broadcasts, the more revenue and prestige your school earns, and the more points you get when you start on the recruiting trail. It's all cyclical, so if you start losing big games, expect to lose them for years to come!

■ COMBAT SUMMER BOREDOM
WITH A FREE GAME RENTAL
OFFER AT HOLLYWOOD VIDEO!
■ All Games. 5 Days. Every Day.



Coming to Hollywood Video Summer '02



RENT ONE GAME,
GET ONE FREE.



+CCMR1C1

Valid at all Hollywood Video locations. Limit one coupon per customer, per visit. May not be combined with any other offer. Cash value 1/100¢. Coupon expires 09/30/02.



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.



PlayStation 2



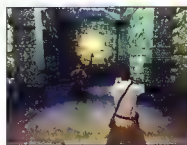
INDIANA JONES AND THE EMPEROR'S TOMB

Your favorite Nazi-buster returns

With all the hubbub over *Star Wars* lately, it's easy to forget a certain whip-wielding, Nazi-fighting archaeologist in the Lucasfilm repertoire. Especially considering that **LucasArts** has never bothered to put an adventure of his on a PlayStation system. (Though *The Infernal Machine*, now on PC and Nintendo 64, was announced for PSone back in '99, it was canceled a few months before its scheduled release.) However, that all changes this **November** when Indiana Jones finally saves the day on PS2 in *The Emperor's Tomb*.

Unfortunately, as of our pre-E3 press time very little information is known about the game itself. What little has been leaked to the press proclaims that Indy's "back and tougher than ever" (ooh...) in what's sure to be his "boldest adventure yet" (ahh...). It's good to hear that beating up Nazis is the order of the day, as our hero searches for an artifact known as the Heart of the Dragon (an allusion to the senior Dr. Jones' voicework in *Dragonheart*, perhaps?). With *Buffy the Vampire Slayer* for Xbox getting positive early buzz, developer **The Collective** might just have a few good worldwide levels in store, with its "proprietary engine technology" helping supply a solid mix of puzzle solving and combat.

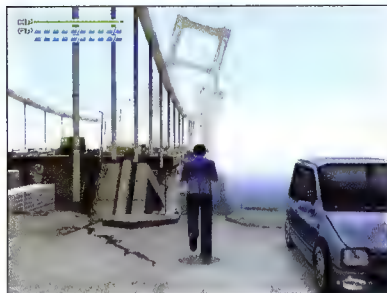
FIRST LOOK



Twin Caliber



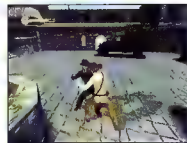
It's time to make some new friends. Well, one at least. **Rage Software** is preparing an action-packed third-person shooter with you and your friend in mind, allowing for two-person cooperative play without the confusion of a split screen. Better yet, the game incorporates two-listed, independent weapon control where each weapon is controlled by a separate analog stick. Can't wait to see it in action. *Twin Caliber* is expected in the U.K. late this year; no word yet on a U.S. release.



Desperate Situation Zone



Imagine a man-made city built on the water...then imagine that city ripped apart by an earthquake of catastrophic proportions. Now, imagine you're a survivor of this event, and you're trying to get out of the city alive before it crashes into the sea. Unlike most survival-horror titles pitting you against the undead, here your only enemy is nature—but it still makes for a compelling game. We expect a U.S. release (with a name change, hopefully) this **fall**—as long as a publisher steps up!

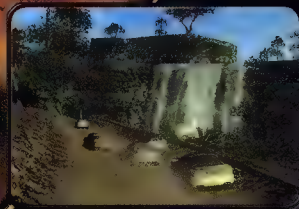


*Mysterious Pyramids.
Glorious Victoria Falls.
Herds of Peaceful Giraffes.*

THE HOWL OF A TURBOCHARGER.



The endurance of rally driving. The rush of circuit racing. Tear through 19 rugged circuits spanning the Dark Continent in officially licensed vehicles. Conquer hill climbs and other unique challenges as you master varied terrain. Please, tread lightly.



GLOBAL TOURING CHALLENGE

GTTC
AFRICA

The Ultimate Rally Race



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information



PlayStation 2

Rage
www.rage.com



© 2002 Rage Games Limited. Developed by Rage Games Limited. Licensed to and published by Majesco Sales, Inc. © 2002 Majesco Sales, Inc. All Rights reserved. All vehicles, brands and associated imagery featured in this product are the trademarks and/or copyrighted materials of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

CONNECT AND CONQUER

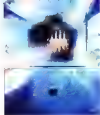
It's time to stop playing with yourself. PS2 is preparing for the Next Big Step. We've got the games, the answers, the goods—all you need to know to get online. So...are you connected?



94: ATV Offroad Fury 2
84: EverQuest Online Adventures
88: Final Fantasy XI
94: Frequency
97: Madden NFL 2003

94: My Street
97: NBA 2K3
97: NFL 2K3
92: SOCOM:
U.S. Navy SEALs

96: TimeSplitters 2
94: Tribes
Aerial Assault
95: Twisted Metal:
Black Online



EVERQUEST ONLINE ADVENTURES

00
01
01
01
00
01
00
00
00
00
01

Odds are 10 to 1 that if you ask your average console gamer whether he or she has ever heard of *EverQuest*, you're likely to get a yes as your answer. However, odds are 20 to 1 that if you then ask whether they've actually played the game, you'll get the opposite response. You see, *EverQuest* falls into that category of hit PC games that console gamers tend to hear quite a lot about, but never actually fully understand, just like with *The Sims* or *Age of Empires*. They're well-known franchises, but many console gamers have just never gotten around to playing them. Some console players just prefer the console style of game, others don't have access to the powerful PCs required to run the latest titles, and some simply don't like dealing with the setup hassles of PC games.

Which is why most of the great PC games are all heading to the consoles these days. *Tribes* is coming. *The Sims* are on their way. And yes, now even Sony Online Entertainment's *EverQuest* is making the jump to the PS2. And it's this game in particular that has us quite intrigued. Not because it's supposed to be really addictive, or because it's supposed to have massive quests that can last for months, but because *EverQuest* epitomizes everything that PC owners have been enjoying that we haven't: online gaming.

And we don't just mean that people can get on and chat or whatever. No, we're talking about a fundamental gameplay element—the grouping and interacting with others in the game environment—that's been sorely missing from the console scene up until now. It's like this: You know how fun it can be to play with some pals in a four-player game match in your living room?

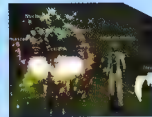
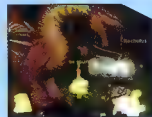
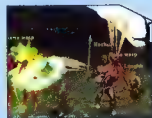
You'll be able to form huge parties to roam the countryside, laying waste to all monsters in your path. In fact, you'll pretty much need to.



There's some gameplay element there that just can't be replicated when playing that same game by yourself later on. This is why *EverQuest* sounds so appealing—because here, it's not just four people you're playing with. It's thousands.

PC TO CONSOLE

But as with any PC game that gets ported to the PS2, we approached *EverQuest Online Adventures* with a lot of apprehension. PC games are inherently different than console games, and a lot of times they just don't work as well on the



"You can walk from a valley, up a mountain, and into a cave, and it's all joined together. There is no loading."

consoles. Or at all. The console translation of *EverQuest* made us especially wary—here's a game people play for hours at a time in seclusion, on their PCs with a keyboard and mouse in hand. How would that translate to the average console user who just wants to pick up his controller to play a quick game in his living room? And in general, would the PC style of RPG gameplay in *EverQuest* even appeal to console gamers? The latest PC-style console RPGs that come to mind are *Legend of Arion* and *Summoner*—two games we'd just as soon never speak of ever again. So yeah, even though it may be the biggest thing on the PC, we were far from sure that the game would be able to repeat its success on the PS2.

With that in mind, we decide to pay a

visit to Sony Online Entertainment in sunny San Diego. We need to see for ourselves what *EverQuest Online Adventures* is all about, and see if this PS2 version is really going to set the console world on fire as easily as the PC version did with its respective market.

Turns out we aren't the only ones to pay a visit to Sony that week. Just a few days earlier, baseball great and avid *EverQuest* player Curt Shilling was there to meet with some of the team and sign autographs. In fact, he even took some time out to hop online and play a game

with Doug Glanville and Todd Pratt of the Phillies, all the way on the other side of the country.

That may be why there's a palpable feeling of excitement in the air. But it could also be simple nervousness. Because after more than a year of steady work, this is the first time the *Online Adventures* team is able to show off their title. You'd be nervous, too.

THE SCOPE

It doesn't take us long to get right down to it. Producer Ben Bell loads up the game on a development PS2 and we immediately get to see the first of the title's many big draws: its customization. *EverQuest* allows you to choose from a set of nine different races, each one featuring characters with individual traits.

Get to know this little black box. It's the PS2 Network Adaptor, and it's going to change your life once August comes around.



Remember what we said on the other page about needing to form large parties? You're looking at one of the big reasons right here.

From there, you choose different facial styles and pick a gender. Because of all these options, the character possibilities are seemingly endless, and it's pretty much assured you'll find one that suits you.

Then we enter the game and we begin to understand another of its big draws: the scope. This is an entire world at your fingertips: Jungles, deserts, castles, swamps, volcanoes and plenty more are all available for your adventuring. But unlike other RPGs that are broken up into segments (and unlike its own PC counterpart), *EverQuest's* world comes all in one big package. You can walk from a valley, up a mountain, and then into a cave, and it's all joined together. There is no loading—the entire world is always available to you. We ask how long it

would take to make it from one side of the world to another. "Technically, it could be done in under an hour if one were to continually walk," Bell explains. "But that wouldn't happen in a real game—you're always running into enemies and situations." He proceeds to walk around and show us how the real world acts—it will slowly alternate between day and night as you venture on, 40 minutes of daytime and then 20 minutes of night. "We purposely have certain enemies who are available at night," Bell reveals. Weather also plays a part in the game. We see snow and rain effects. "It rarely rains in the desert," says Bell, "but when it does, it's pretty darn severe."

The game is also all about building up your characters, and Bell demonstrates

how this all works: As you fight in battles, you'll gain experience points which can be used for increasing specific character stats. The game also allows you to earn money to purchase new weapons, and it'll definitely be helpful to have a good inventory on hand. For example, if you're in an area featuring lots of turtle-like creatures, you're going to want to use a spear to get at them. Or if you're fighting against an army of the undead, a hammer is the weapon of choice. Throughout the course of the game, you'll load up on so many weapons and items that it'll be impossible to hold them all, so you'll want to store them in banks. Banks also come in handy for setting aside money; this way you don't lose anything when you die.

We're also treated to a demonstration of the many pets you can acquire in the game. These pets, which come in all shapes and sizes, can be summoned to aid you in battles—they can even handle entire battles for you if you'd like [they automatically attack the most powerful enemy]. Bell sets his pet to attack his co-worker, who is playing on another PS2 on the other side of the office. We hear him yell.

Here's where we start seeing how the game's interaction works. Bell invites his co-worker to form a party with him and the two begin fighting battles together. The game manages acquaintances with a buddy list of sorts. If you notice a friend of yours online, you can invite him or her to join your group; he or she can either accept or decline your request. If it's accepted, the two of you can plan to meet somewhere.

THE CONSOLE EXPERIENCE

The team—built from the ground up for this project—is also making several changes to *EverQuest* to cater more to the console audience. For starters, the menus have all been adapted to work best with the PS2 controller. Other controls have also been optimized for the DualShock; plus, the game includes keyboard support for chat (but no mouse support: "If I'm sitting there on the couch with the keyboard in my lap," Bell asks, "where am I going to put the mouse?"). The keyboard won't be a necessity, though; commonly used text phrases

KEY



Shows that the game allows dial-up play.

Indicates how many can play at once.

Shows which quarter the game releases.



Fancy magic effects will light up the environment and impress your friends. Enemies probably won't be quite as impressed.

such as "I need to heal" can be entered via menus and shortcuts on the Dual Shock.

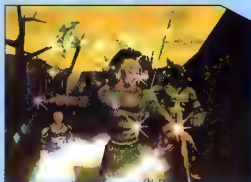
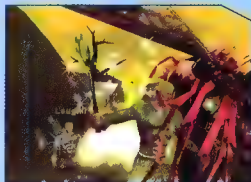
Plenty of other tweaks have been made to tailor the game for the console experience. You now have access to a map, and a compass is visible all the time. The game is also a little more forgiving than the PC version. In the PC original, if you were to die, you'd have to go on a sometimes-lengthy quest to rescue your corpse within 24 hours or you'd forever lose your character and all of your built-up stats. In the PS2 version, however, if you die you can merely return to your last save point.

But the greatest enhancements to the game are going to be in the area of the battle system. The battles in the PC version feel a tad clunky; this is something Bell and his team are attempting to improve for console gamers. A targeting system is going to be added, meaning you'll be able to lock onto certain enemies. Still, Bell admits that a lot of testing and tweaking has to be done. "The nature of an online RPG means that we can't have things moving as quickly as your standard offline RPG," Bell admits. "Still, we're going to keep tweaking it until we get it right."

COMPETITION AND PROGNOSIS

Bell and his team know they are going to be up against some fierce competition next spring from Square and its first online RPG *Final Fantasy XI*. But they also know what to expect—the team actually has a beta version of *FFXI* sitting in their offices, and they've logged plenty of hours for research purposes. Bell is surprisingly calm about the competition, though. "It seems like another quality game from Square," he admits. "I hope it does well for them." But he actually doesn't like to refer to *FFXI* as competition. "I can see people buying and playing both games—they're actually very different. They focus more on story while we focus on depth and customization."

But this issue of competition between the two games is more than a little significant: SOE is planning to release *EverQuest Online Adventures* in early spring, putting it right up against *FFXI* on store shelves.



Between now and then, Bell and his team are working on optimizing the game to maintain a steady framerate, developing more stories (they've only written a third of the planned 1270 quests), and tweaking the gameplay. That's a lot of work to get through in one year—and that's only the start. Bell reveals that further installments in the *EverQuest Online Adventures* series are already planned; they'll become available as mission packs at a later time. Still, he feels that the core game should offer enough substance to keep gamers occupied for several months on its own.

The question is, will there be room for two massively multiplayer online RPGs in the lives of the average PS2 owner? And perhaps more fundamentally, will console players embrace such a legendary PC franchise? We'll find out next spring.



FREQUENTLY ASKED QUESTIONS

You've got questions? We've got answers! Here are the most common questions we get from our readers about the online revolution.

Will I be able to use my current Internet provider to get online?

Absolutely. The setup disc provided with the Network Adapter will include step-by-step setup wizards for the major Internet providers, including America Online, AT&T Worldnet, Earthlink, Prodigy, Sympatico and others. And if your ISP isn't covered in the presets, it'll be a relatively simple setup that should require, at most, a call to your ISP for a few important bits of information.

Will I need to do anything special if I have a broadband connection?

Well, not necessarily. It is possible to just pop the cord out of the back of your PC and into the back of your PS2 (though that would obviously make it impossible to use your PC and PS2 online at the same time). But most people will probably want to go with a somewhat more advanced option. Check out the sidebar on page 89 for some in-depth scenarios.

My cable modem is in the basement, but my PS2 is in the living room. How will I get broadband to my PS2?

If you're not willing to move either your cable modem or your PS2, you'll need to run a long Ethernet cable from your cable modem to your PS2. You could also call an electrician to have your house permanently wired for Ethernet.

Will I need to buy the Hard Drive?

Nope. Most online games will not require the Hard Disk Drive (HDD), and Sony has explicitly stated that they won't even make the HDD available until a game releases that requires it. The only game we know of so far that may require it is *Final Fantasy XI*, and that won't launch until spring of next year.

Will I be able to surf the Web with the Network Adapter?

Not yet. Sony is stressing that at launch they want the Network Adapter to be all about the games. It's likely that at some later date Sony will release that browser they showed us at E3 last year, but they haven't released a date yet.

What's all this talk about downloading music and movies to the PS2?

Sometime soon—and Sony will only say "sooner rather than later"—you will be able to use your PS2 to access broadband content like streaming audio and

video on demand. Sony is even looking into developing TiVo-like functions for the PS2. This will obviously not come until the HDD releases, but Sony seems quite adamant about eventually implementing these functions.

What happened to the Sony monitor and keyboard?

Sony's gone pretty quiet about those peripherals. We get the impression they're on hold for now. Don't expect anything until the HDD releases, if then.

What online games will be available when the network adapter launches?

Right now, only three online-enabled games are confirmed to be releasing alongside the August launch of the adapter: *SOCOM: U.S. Navy SEALs*, *Tribes Aerial Assault* and the special online version of *Frequency* which will come bundled on the setup disc for the Network Adapter. But we're expecting a flood of new games to follow shortly thereafter (*TimeSplitters 2*, for example, releases in September).

Will I have to pay extra to play games online?

For the most part, no. Sony has explicitly stated that they will not charge extra fees for their own games. Sony was careful to state, however, that they would not prevent third-party publishers from charging for their games. But even so, the only games that are expected to charge a monthly fee are the online-only games that require a full staff to maintain constantly. Right now, that's only *Final Fantasy XI* and *EverQuest Online Adventures*.

How much will those games cost?

The standard monthly fee for these kinds of games on the PC is about \$10. We're expecting both of these to come with at least a one-month-long free trial—that's also standard on PC.

Can we play against the OPM editors online?

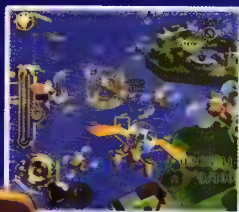
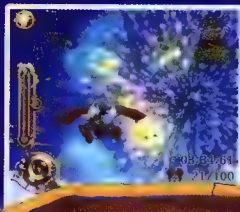
Heck, yeah! As soon as the Network Adapter launches, we'll start giving out information for how you can find us in your favorite games.

Are they still going to make single-player games?

Absolutely. Sony knows darn well that not everyone will be buying the Network Adapter. You're not going to have to worry about the majority of games becoming online-only until the next PlayStation launches—at least. That won't be for at least three years.

1,000's Q2 2003

AN AERIAL ADVENTURE UNLIKE ANY OTHER



- Powerful game engine allows for expansive environments and an insane amount of onscreen action!
- Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions!
- Take advantage of the intricate scoring system to unlock hidden secrets and modes!



"Sky Gunner is a fast, high flying action, aerial shooter with variety, and some very creative enemy design."
- EGM

SKY | GUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners."
The setting is the town of Rive, where an exposition is set to take place in two months time.
What adventures await these Gunners?



PlayStation.2

ATLUS
WWW.ATLUS.COM



FINAL FANTASY XI

First the good news: *Final Fantasy XI* is an honest-to-goodness true-blue Final Fantasy game.

Yeah, we know that's a bit of a silly statement. Of course it's a Final Fantasy game. After all, it's from Square, and it's got those two key words in the title, right?

But take just a quick glance at our message board, or the most cursory peek into our e-mailbox, and you'll see what we're talking about. Final Fantasy fans everywhere are up in arms, frightened, confused, enraged and doubtful about the online-only direction of the latest in this flagship franchise. After all, Final Fantasy has long been known for its detailed, intricate storytelling, its in-depth characters, its cinematic direction. Taking away any of these key qualities—especially the story—would be akin to stripping a chocobo of its feathers, painting it green, then trying to pass it off as a cactuar. How in the name of Yevon could that possibly work?

We put that question directly to *FFXI* producer Hiromichi Tanaka, who was more than reassuring. "There is a main story to *FFXI*," he says. "Each mission and quest is connected to this story. Players are able to play along following the main story, and defeat the last boss at the end, just like in past Final Fantasies."

Of course, this being a massively multiplayer online RPG (MMORPG), the fun doesn't end there. "Even after defeating this last boss, players can continue to fight more powerful monsters, and still enjoy

many aspects of a MMORPG," Tanaka says. "We will be preparing a continuation to the main story on a regular basis through update packs."

Final Fantasy fans will also be comforted by the many staples of the series that also appear here, like chocobos, moogles, the crystals and even the ever-present Cid (this time, he runs a workshop in Baskar). Also familiar are the job system and character classes, which are reminiscent of those in *FFV* and *Final Fantasy Tactics* (more on this later). And like the others in the series, No. 11 also has one overarching major theme—an especially fitting one for the first-ever online Final Fantasy. What is it? "Bonding," says Tanaka. "The connection between people and trust."

And while Tanaka is quick to acknowledge the influence of past MMORPGs like *EverQuest* and *Ultima Online*, he's equally as quick to point out that *FFXI* is a different beast altogether. "What sets *FFXI* apart from the others—and hopefully everyone will agree—is a world/environment that's unique to Final Fantasy, with an emphasis on the storyline," he says.

IT'S YOUR WORLD

So how do you tell a story in an environment populated with thousands of gamers, all at different points on their separate quests? Pretty easily, actually. First off, not everyone you'll encounter is a living, breathing human player. Sprinkled



throughout *FFXI*'s world of Vana'diel are numerous non-playing characters who help move things along. Along with the basic townies who gripe incessantly about

"What sets *FFXI* apart is a world that's unique to Final Fantasy, with an emphasis on the storyline."

their problems (and in the process provide background and color), you'll run into numerous major characters depending on where you are and what point you're at in the quest. "Someone to keep an eye out for is a woman named Lion," Tanaka hints.

Beyond that, how you spend your time in Vana'diel is up to you. Heck, if you choose, you can ignore the main story altogether. "It's up to the players whether they want to follow it or not," Tanaka says. So if you just want to futz around, or if you need some time away from your pals who are joining you on your journey, there's plenty to do. For starters, you'll want to pick up a chocobo and forage around for useful and rare items (much like the Chocobo Hot & Cold minigame from *FFIX*). Or you can relax with what may be the most-overused RPG minigame ever: fishing. In *FFXI*, though, you can even fish off the side of a traveling ship, which you'll need to do to snag some rare items. Or you can just wander about, exploring your world and fighting fiends.

But playing solo will only get you so far. And really now—that's not what this game is about. Communication, partnership, bonding—these things are essential if you





want to get anywhere. Playing with others—be they on the next block, in the next town or halfway across the world—is ultimately the best part of an MMORPG.

Tanaka and his team have constructed a system for communicating that should be familiar to long-time MMORPG players but easy enough for newbies. At the heart of the setup are a few simple commands: "Say" lets you talk to surrounding players, "shout" broadcasts your message to a larger area, "tell" lets you chat with a specific person; "party" lets you converse with your party members; and "Linkshell" lets you communicate across vast distances (although you'll need a Linkshell to do this). You can also send updates on the PlayOnline message boards and send and receive PlayOnline e-mail while in the game. (PlayOnline is Square's online service, which you need to play *FFXI*.) Plus, with a keyboard, you can trigger nonverbal cues that your character will act out, from simple yes/no nods to salutes, pokes, waves, panic, disgust, doubt, sighs and much more. Best yet, the game has a limited translation feature so you can chat with gamers around the world using specific words from a list. "We hope players will enjoy chatting with others utilizing these various communication functions," Tanaka says.

WIN FRIENDS AND INFLUENCE PEOPLE

Talk is cheap, though. It's not enough to just make friends. You actually have to form parties and alliances if you want to get anywhere in *FFXI*.

THE NUTS AND BOLTS OF GETTING CONNECTED

A lot of you have been asking: "So what *exactly* will I need to get online?" The simple answer: a PS2 Network Adapter and an Internet provider. Now, you might want a little more than that, and if so, we're happy to help. Herein you'll find configurations for several setups, but remember that this is just a general idea of what you need. This isn't intended as an in-depth instruction manual, so we take no responsibility if you destroy your computer, break the Internet, or blow up your house.

DIAL-UP: PLUG, THEN PLAY

Dial-up users really have one huge advantage over broadband users: ultra-easy setup.

What You Need: PS2 Network Adapter, Internet service provider, phone cord

The Setup: Install the Network Adapter, connect the Network Adapter to your phone jack, and run the enclosed Network Adapter setup utility. Stop staring, you're done. Go play already. (OK, some of you may need to contact your ISPs to get specific setup info.)

The Cost: \$40 for the Network Adapter, \$2 for a phone cord (if you don't have one lying around the house)

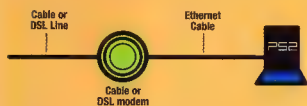
Simple, huh? It's broadband where things start getting interesting. There are a number of different configurations you can use depending on your tech savvy, but we've generalized things down into three basic options. With even the most basic, though, don't be surprised if you need to give your ISP a call to determine some basic settings.

BROADBAND: BARE-BONES

If you have broadband service already, you should already have everything you need for this setup option.

What You Need: PS2 Network Adapter, cable modem or DSL service, Ethernet cord

The Setup: Set that cord that runs between your cable/DSL modem and your PC? That's your Ethernet cable; it looks like an overweight phone cord. Unplug it from the back of your PC and plug it into the PS2 Network Adapter. Run the Network Adapter setup utility and get your game on. (Note: Some modems connect to the PC via USB; that's the cable that's squarish on one end and thin and flat on the other. In this situation, you'll have to disconnect the cable from the modem and get your hands on an Ethernet cord long enough to run between the modem and your PS2.)



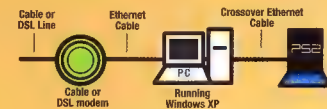
The Cost: \$40 for the Network Adapter (plus maybe the cost of an Ethernet cable; a 100-foot cable runs about \$25, so this isn't going to break the bank)

BROADBAND: ADVANCED

We include this option because it's the cheapest way to have both your PS2 and your PC online at once, but it ain't easy. Your configuration may vary depending on your ISP, your computer or planetary alignment.

What You Need: PS2 Network Adapter, cable/DSL service, additional PC Ethernet adapter, one Ethernet cord, one "crossover" Ethernet cord, Windows XP

The Setup: First, install the second Ethernet adapter in your PC. Then connect one end of the crossover Ethernet cord to the new adapter. Connect the other end to the PS2 Network Adapter. Run WinXP's Internet Connection Sharing Wizard to set up your PC as the host computer. Then run the PS2's Network Adapter setup utility. Look, it's an ultra-simple home network!



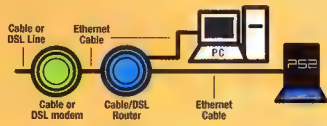
The Cost: \$40 for the Network Adapter, \$10 to \$20 for additional PC Ethernet card, \$5 to \$25 for crossover Ethernet cord (depending on length)

BROADBAND: HARDWARE!

If you're looking for a reason to set up a real home network, you've found it. This is only for those with a better-than-average grasp of technology, but its flexibility makes it worth the effort, especially if you're in a house with more than one PC.

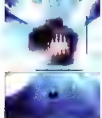
What You Need: PS2 Network Adapter, cable/DSL service, cable/DSL router, three Ethernet cables

The Setup: Remember the Ethernet cord we talked about earlier? Unplug it from the back of your PC and plug it into the router. Then take one of the Ethernet cables and run it between the router and the PC. Take the last Ethernet cable and run it between the router and your PS2 Network Adapter. Run the setup software provided with the router, then run the Network Adapter setup software. You are now officially In the Zone.



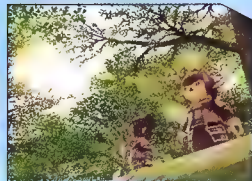
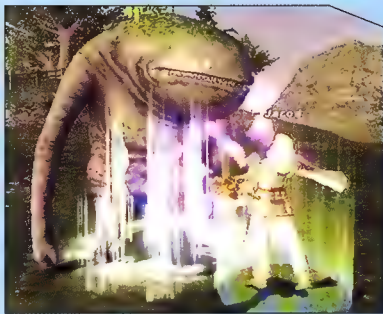
The Cost: \$40 for the Network Adapter, roughly \$70 to \$100 for the cable/DSL router, \$10 to \$35 for two extra Ethernet cables (depending on length)

Sure, there are plenty of setups and different configurations. If you wanted to get *really* hardcore, you could permanently wire your entire house for Ethernet (and spend a few hundred dollars—minimum—in the process; but all your geek friends would sure be jealous). Or you might be able to go wireless. In other words, there are as many configurations as there are house layouts. But hopefully these scenarios will give you a place to start.



But before you do that, you have to, well, become yourself. The first step is to choose your race and sex. As we've reported before, *FFXI* has five basic races: the human-like Hume, the elven Elvaan, the too-cute Tarutaru, the brutish Galka and the feline Mithra. Each has its obvious strengths: The Hume are the best balanced, the Tarutaru are strong magic-users, the Elvaan are good fighters and so forth. For extra zip, you can also customize your hair and outfit.

Next you pick a job class. Out of the 11 total jobs, five should be immediately recognizable to anyone who's played the first *Final Fantasy*: Fighter, Monk, Thief, White Mage, Black Mage, Red Mage. Beyond those are Thief, Minstrel, Dark Knight, Paladin, Beast Master and Hunter. Each class has a series of special skills that you'll learn as you gain experience. Eventually, you'll want to switch jobs, but when you do that, you can still retain some of your earned abilities by setting your former job as a support job. Keep



There are five basic races in *FFXI*. From left to right: two Humes, two Tarutaru, a Mithra, two Elvaans and a Galka.

in mind, though, that you don't gain experience in that support job and it can never be more than half as strong as your main job.

Your character also gets his own house, complete with a friendly mog that'll help you decorate the premises and guard your valuables. You also switch jobs while at home.

Now that you're set up, you'll need to venture out and find a group of like-minded but diverse travelers to help you along your way. A total of six people can form a party, and any party can join up with two other parties to form an alliance. The key here is to balance your strengths and bolster your weaknesses. You'll also need to ally with different

01 races from different lands, as you initially won't be able to enter certain realms without certain races in your party.

01 Now that you've got a group together, you can get into the real fun: the battles! Depending on where you are, monsters will be roaming about, and engaging them is as simple as casting a spell from a distance or walking up and hacking away. While you don't directly control the action [this ain't a hack-'n'-slash-athon], you choose your moves in real time and then watch as it's pulled off. Timing is key here; it takes a lot longer to cast a spell than to swing a sword. But teamwork is the biggest concern, as you'll need to, say, protect that Tarutaru black mage so he doesn't get squashed while calling forth Blizzard. As Tanaka explains, "The key is to discuss strategy with your party members whenever possible."

PAY TO PLAY

Now for the not-so-good news: Assuming you're starting from scratch, you'll need plenty of scratch to play *FFXI*. Along with the game, you need the Network Adapter and the Hard Drive (though some insiders suggest the Hard Drive might not be necessary here). You also have to sign up for PlayStation service (currently about \$10 a month in Japan). And that's on top of the cost of your current Internet service provider. Plus, if you want to fully experience the game, you'll need a keyboard and mouse, too. Oh, we can't forget the occasional extra fees that'll pop up, like throwing down an extra buck or two every time you want to create a new character.

That's a lot of gil. But just think for a second about what you're getting: It's *Final*

Fantasy. It's online. It's got a very specific quest. But it's also an endless game. ("Additions to the story will be made on a regular basis," Tanaka tells us. "They'll be somewhat related to the main story, but still can be considered a separate story.") And there's also a good possibility that Square will offer some sort of bundle deal, where, for example, you pay for service and get a Hard Drive bundled in for free (though there's no official word on this as yet).

And consider this: We haven't even scratched the surface of what *FFXI* offers. From the various guilds you can join, to the crystals you'll gather, to meals that you can cook and enjoy, to specialized weapons you can build, there's just so much more.

FFXI also offers the chance to experience something never before achieved: Players can access the same world, whether it's in Japanese or English, on the PS2 or PC platform, or via 56k modem or broadband. And *FFXI* has something to offer for any kind of player, according to Tanaka. "We're targeting both online gamers and *Final Fantasy* fans, but the game is designed to appeal to a wide audience," Tanaka says. "Since *FFXI* is multiplatform, I'd say that we target mainstream gamers through the PS2 and hardcore online gamers through the PC."

But, of course, this is *Final Fantasy*, so mass appeal isn't enough. As always, Tanaka and his team have set their sights much higher. "Our goal," Tanaka says, "is to create the best MMORPG in the world."

PLAY WITH PLAYONLINE.COM

Sure, we crammed plenty of good, exclusive info and screens into these pages, but if you simply must see everything possible about *Final Fantasy XI*, then hurry up and check out PlayOnline's *FFXI* area at www.playonline.com/ffxi.



Not only can you mellow out to the dulcet sounds of *FFXI*'s opening melody, but if you root around, you'll find all kinds of goodies, like a live, streaming video feed of the game. Dig a little deeper, and you'll get to a collection of nifty video clips. You can also check out all kinds of screens that showcase the interface, the setup and an assortment of other intriguing aspects and moments from *FFXI*.

But possibly the coolest find is the character generator, which lets you click through a handful of options to build and customize your own resident of Vana'diel. Head directly to www.playonline.com/ffxi/character/attention.html for that one.



**Q2
2003**

COLLECT THEM ALL

Order OPM Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338.** All requests must be paid for by check or money order ONLY, made payable to Ziff Davis Media (Please do not send cash). The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: \$3 U.S., \$3 Canadian and \$5 foreign. **All payments MUST be in U.S. funds.** Prices and availability subject to change without notice. (Note: Issue 17/February 1999 is completely **SOLD OUT**.)

Issue 52-510
January 2002



Jak and Daxter

PS2 Demo Disc playables: Monsters, Inc. Sheep Raiser, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip Video preview: Harry Potter and the Sorcerer's Stone, NBA Shootout 2002

Issue 54-510
March 2002



Tomb Raider: TNG

PS one Demo Disc playables: Sheep Raiser, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T. Video previews: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

Issue 56-510
May 2002



Spider-Man

PS2 Demo Disc playables: Hot Shots Golf 3, Buzz, Jak and Daxter, Baldur's Gate, SSX Tricky Video previews: Spider-Man, Barbarians, Jak and Daxter

Issue 53-510
February 2002



Final Fantasy X

PS2 Demo Disc playables: Omega: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot, The Wrath of Cortex Video previews: Batman: Vengeance, Splatoon, Tony Hawk's Pro Skater 3

Issue 55-510
April 2002



Virtua Fighter 4

PS2 Demo Disc playables: Maximo, Soul Reaver 2, Palpatone the Rapper 2, Frequency, Gitaroo Man, Airblade Video previews: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herby Gentry

Issue 57-510
June 2002



Star Wars

PS2 Demo Disc playables: Medal of Honor: Frontline, Fatah From, Herby Gentry, Mad Max: Madmax, Pirates: The Legend of Black Kat Video previews: Delta Force Urban Warfare, Scooby-Doo: Night of 100 Frights, Steamtrain

Check the Issues You Want

1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
18	19
20	21
22	23
24	25
26	27
28	29
30	31
32	33
34	35
36	37
38	39
40	41
42	43
44	45
46	47
48	49
50	51

Issue 1 - October 1997 \$15
Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, Palpatone the Rapper, Ace Combat 2, Fighting Force

Issue 2 - November 1997 \$10
Bushido Blade Strategy
Demo Disc playables: Crash Bandicoot 2, Croc, Amnesia: Dark, Madden NFL 98, Cool Boarders 2, Colony Wars

Issue 3 - December 1997 \$10
Cool Boarders Strategy
Demo Disc playables: Bushido Blade, Jet Moto 2, Cardinal Syz, Ghost in the Shell, Moto Racer, Test Drive 4

Issue 4 - January 1998 \$10
Tomb Raider III Strategy
Demo Disc playables: NFL GameDay 96, CART World Series, Frogger

Issue 5 - February 1998 \$10
Alundra Strategy
Demo Disc playables: NCAA GameDay 98, Tomb Raider III, Command & Conquer: Tiberian Alert, Crime Killer

Issue 6 - March 1998 \$10
Demmo Disc playables: Bloody Rage, Monster Rancher, Shadowcrews
Non-playables: Alundra, NBA Shootout 98, Suga Frontier, Mega Man Neo

Issue 7 - April 1998 \$10
Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

Issue 8 - May 1998 \$10
Tekken 3 Strategy
Demo Disc playables: Endslender, Gex: Enter the Gecko, Nemo

Issue 9 - June 1998 \$15
Tekken 3 Strategy
Demo Disc playables: Cardinal Syz, Violentia 6, Forsaken, NDO, TOCA, Dead or Alive

Issue 10 - July 1998 \$10
Demmo Disc playables: Gran Turismo, Tombat, The Granstream Saga, Jersey Devil, NBA Shootout, Blast, Speed Racer 5, Devil Dice, Non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 11 - August 1998 \$15
Villains R Strategy
Demo Disc playables: Tekken 3, Turbo Prop Racing

Issue 12 - September 1998 \$10
Essential GearBook Strategy
Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13 - October 1998 \$10
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Breakneck Bowling, Niplo, NFL Xtreme, Cool Boarders 3

Issue 14 - November 1998 \$10
Demmo Disc playables: Metal Gear Solid, WarGames Defcon 1, Dragon Seed, 5-Card Draw, Future Cop L.A.P.D., Colony Wars Vengeance
Non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Riptide, Alex's Expedition, Brave Frontier Mission, You Don't Know Jack

Issue 15 - December 1998 \$10
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kapers, Metal Gear Solid, Gran Turismo

Issue 16 - January 1999 \$10
Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Frontier Mission, Apocalypse, The Psi

Issue 17 - February 1999 \$10
SOLD OUT

Issue 18 - March 1999 \$10
Symbion Filter Strategy
Demo Disc playables: Symbion Filter, Just a Groove, Shadow Madness, Fisherman's Ball, Against the Odds, No One Can Stop Mr. Domino, Street Shred

Issue 19 - April 1999 \$10
Silent Hill Strategy
Demo Disc playables: Ridge Racer Type 4, WCW/Nitro Thunder, Riptide, Warzone 2000, Raptur: Search for Raptur

Issue 20 - May 1999 \$10
Legend of Legaia Strategy
Demo Disc playables: Etrian, Gex 3: Deep Cover Gecko, Legend of Legaia, Countdown

Issue 21 - June 1999 \$10
Gex 3 Strategy
Demo Disc playables: Outbound: Alex's Expedition, NFL Blitz: Just a Groove 4, Ridge Racer Type 4, Alex's Letter Adventure

Issue 22 - July 1999 \$10
Street Fighter Alpha 3 Strategy
Demo Disc playables: Age of Empires, MLB 2000, The Next Telenovela, Tony Hawk's Pro Skater 2, Soul of the Samurai, Bloody Rage 2

Issue 23 - August 1999 \$10
Age of Empires Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Toon, Just Cause, Necromis: VFS 2, You Don't Know Jack, Coolpique, Ultimate 8-Ball

Issue 24 - September 1999 \$10
Jade Cocoon Strategy
Demo Disc playables: Jet, Jumper Lenny, Shell Storm, Chocolate Racing, Penn, Messico Grand Prix Racing

Issue 25 - October 1999 \$10
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, Wipeout 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 - November 1999 \$10
Dino Crisis Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loco, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27 - December 1999 \$10
Crash Team Racing Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28 - January 2000 \$10
Resident Evil 3: Nemesis Strategy
Demo Disc playables: NBA, FaveOff 2000, NBA Basketball 2000, Tazman, Army Men: Air Attack, WCW Mayhem

Issue 29 - February 2000 \$10
Medal of Honor Strategy
Demo Disc playables: Tombat 2, Tomb Raider: The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30 - March 2000 \$10
GT2 Strategy
Demo Disc playables: Symbion Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 - April 2000 \$10
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Splinter Man, Eagle One: Warrior Attack, Hot Shots Golf 2, RidgeRacer Stage II, Goldo

Issue 32 - May 2000 \$10
Symbion Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Raptur: Studio Tour

Issue 33 - June 2000 \$10
Fear Effect Strategy
Demo Disc playables: 3-Arm Mutant Academy, Threats of Fate, WWF SmackDown, Gauntlet Legends, Grid Session

Issue 34 - July 2000 \$10
Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Intrepid

Issue 35 - August 2000 \$10
Who Wants to Be a Millionaire
Demo Disc playables: Star Wars Episode 1: The Force Awakens, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Run, Play with the Toobies

Issue 36 - September 2000 \$10
Soul Reaver 2
Demo Disc playables: Grid Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tony R/C Racing

Issue 37 - October 2000 \$10
Star Wars
Demo Disc playables: Bust-A-Groove 2, Jig Revenger, Team Boddies, Shadow of the Colossus, Monster Adventure, Sno-Cross Championship Racing

Issue 38 - November 2000 \$10
PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & Lorraine Stack Car Racing, Spyro: Year of the Dragon, Uplift, plus Metal Gear Solid 2 video!

Issue 39 - December 2000 \$10
Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pro Kite, Net Defenders Pro BMX, Disney's The Emperor's New Groove

Issue 40 - January 2001 \$10
Gran Turismo
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Outlaws, Army Men Air Attack 2

Issue 41 - February 2001 \$10
Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2000, You Don't Know Jack, Mort the Chicken

Issue 42 - March 2001 \$10
EA Sports Big
Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grid Session, Disney's Tarzan

Issue 43 - April 2001 \$10
Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tiger's Honey Hunt

Issue 44 - May 2001 \$10
Mall: Frontline
Demo Disc playables: Cool Boarders 2000, MediEvil 2: Legend of Dragoon, Emperor's New Groove, Metal Gear Solid: Legacy of Kain, Age of Empires, Tekken 3, Symbion Filter 2

Issue 45 - June 2001 \$10
Dark Cloud
Demo Disc playables: Grid Session, Hot Shots Golf, Dino Crisis, Monaca

Issue 46 - July 2001 \$10
Tomb Raider
Demo Disc playables: Tomb Raider III, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Rumble, Aramis in Naxos's Revenge

Issue 47 - August 2001 \$10
Final Fantasy
Demo Disc playables: Final Fantasy VII, FF Tactics, Monaca 2, Star Wars: Super Bombad Racing and the Final Fantasy movie trailer

Issue 48 - September 2001 \$10
Too
Demo Disc playables: Matt Hoffman Pro BMX Hype, The Legend of Zelda: The Last Expiris, Omega: Shadow King, Escape from Monkey Island, Drakken II, Legend: The Legend of Excalibur

Issue 49 - October 2001 \$10
Silent Hill 2
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Symbion Filter 2, Tekken 3 Video previews: Dragon Warrior VII, Symbion Filter 3

Issue 50 - November 2001 \$10
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Symbion Filter 2, Tekken 3 Video previews: Dragon Warrior VII, Symbion Filter 3

Issue 51 - December 2001 \$10
Metal Gear Solid 2
Demo Disc playables: NBA Star, Kineoza, Extremation, Gallop Racer 2001 Video previews: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kineoza



SOCOM: U.S. NAVY SEALS

This is the first time the console world is meeting the Internet in a big way," Jim Bosler, president and CEO of Zipper Interactive, reports in a businesslike, understated tone. "The console world is big on simplicity, on having things work right the first time. So a lot of work is going into making the interface and the gameplay as smooth as possible. But we also want to make sure we have the online depth of a PC title, so that two years later people will still be playing the game." If you've spent any time with a PC-based first-person shooter, you don't need us to tell you that's a tall order. But Zipper undoubtedly has the chops to make *SOCOM* live up to those high expectations. In addition to PC titles like *Mechwarrior 3*, *Crimson Skies* and *Recoil*, the founders of this Seattle-based development group were responsible for the design of the mother of all online games: SIMNET, the mega-scale worldwide-war simulation network deployed by the U.S. Army and DARPA (you know, the folks who created the Internet). So yeah, when it comes to the convergence of war



Duck into ground fog and you'll be practically invisible—and not just to computer opponents; cover works equally well against human opponents.

games and the Internet, we'd say these guys know what they're talking about.

Perhaps that's why they're devoting every bit as much time and effort to the online components as they are to the single player. "We think the game is equally strong as a single-player game and a multiplayer game," boasts Bosler. "We started out as a single-player game, then added a second team to address multiplayer. So now there are 12 single-player levels and 12 multiplayer levels; we view it as two games in one." And that's going to prove important, because Zipper is taking a gutsy step with this, the flagship title in Sony's online plans: They're not letting people with dial-up connections swim in their pool.

You read right: *SOCOM*'s multiplayer elements will be playable only by those with broadband connections. "In a game with 16 players," Bosler explains, "we have to make sure we're not compromising the gameplay experience. With the level of complexity we're talking about here, we felt the dial-up experience would be compromised. If it were a marketing decision, we would do both, but in terms of gameplay, we think right now that broadband is the only way to accurately deliver the gameplay experience."

We know you dial-up users might be screaming "cop-out" right now, but Bosler's not making idle chatter when he talks about the complexity of the game. Consider: You can have up to 16 players in a game (plus an undisclosed number of computer-controlled "escortees" in Hostage Rescue missions), each of the players has access to over 30 weapons, and each of those weapons has an astonishing amount of physics information surrounding it. For example, every bit of scenery in the game has a different penetration factor: On the high end, you have impenetrables like rock and steel, and on

the low end, you have things like flimsy wooden boxes and, well, flesh. [Note to *SOCOM* players: Do not attempt to use wooden boxes for cover; bullets will perforate them and, by extension, you.] Add to that the remarkable level of detail in both

"The console world is big on simplicity, on having things work right the first time."

the character models and the environment, then top it off with the robust "clutter technology"—the proliferation of ground cover like underbrush and low-lying fog—and you've got one heck of a lot of information being transmitted.

So, what do you get in return for putting your faith in broadband? Plenty. As we mentioned, Zipper has been quite conscious of online expectations from the PC world. They're addressing those expectations by including things like stat-track-



So *SOCOM* is broadband-only. And you don't have broadband. Will *SOCOM* (or other games) prompt you to upgrade to broadband?

Yep, it's just the reason I need to take the plunge: 51%

Nope, I like playing with myself: 49%

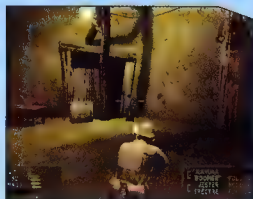


ing, a ranking system and support for clans (player-created persistent teams whose stats are tracked collectively). Since all games will be hosted on Sony's servers, the system will automatically keep track of your statistics—from basic kills to specifics like head shots—for as long as you play. Similar stats will be tracked for clans.

And speaking of playing with your friends, you'll be able to chat with them in online games through *SOCOM*'s included USB headset. The headset will be used to issue commands to your teammates in the one-player mode, but once you get into an online game, it'll be living humans on the other end. We imagine it'll get fairly noisy.

And when it comes to the actual gameplay, you'll have the option of three different kinds of team games: Demolition, a kind of anti-Capture-the-Flag where the object is to plant explosives in your opponent's base; Hostage Rescue, where a team of SEALs must retrieve a group of prisoners being held by the opposing team; and Suppression, where both teams simply try to wipe each other out [which is, incidentally, also a pretty straightforward way of ending either of the other types of missions].

During our extensive 16-player session at Zipper's offices, we discovered that the 12 levels set aside for online play have been carefully designed for a team game in which stealth is a crucial factor. You'll find plenty of ground cover, lots of secret tun-

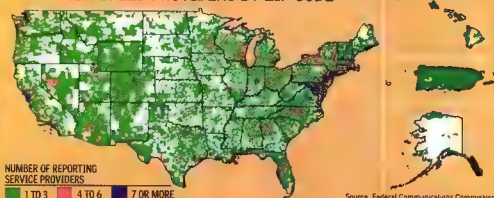


nets, and enough well-protected sniper posts to make those anti-camping whiners from the PC FPS world whine themselves hoarse. (Go play *Quake*, whiner. This here's a thinkin' man's game.)

With this being a piece about the online side of things, we haven't even touched on the extensive involvement of actual U.S. SEALs in the design of the game, or the level of complexity involved in each of the game's 12 enormous one-player missions, or the different areas of operation in which the game takes place. We haven't talked about escorting hostages, body removal, or the bad-ass targeting (and sniping!) engine. Heck, we haven't even mentioned the gorgeous, lush graphics. But there will be no doubt be ample opportunity for such things in the future. Because based on what we've seen so far, we have a feeling we'll be talking about *SOCOM* for a long, long time.

BUT I DON'T HAVE BROADBAND!

HIGH-SPEED PROVIDERS BY ZIP CODE



Source: Federal Communications Commission 12/31/2000

Model envy. It's all too common these days. Your neighbors are all talking about their "fat pipes," and you're stuck with that thin little dial-up connection, wallowing in a sea of busy signals, lost connections and slow, slow, slow service. Sure, you'll be able to play *most* PS2 games online with a dial-up, but we already know of one—*SOCOM*—that'll be reserved for the broadband elite, and we'd venture to guess at least a couple others are on the way. Dial-up users are no doubt beginning to feel like second-class citizens, relegated to the bench in the game of technology.

But it doesn't have to be this way! Broadband is faster, cheaper and more widely available than you think! Don't believe us? Check out our answers to some common complaints about broadband. (Kids, you might want to use this sidebar to help convince your parents to take the plunge. All the cool kids are doing it.)

Broadband isn't available in my area!

OK, if you've really looked into it—and we're not talking about just asking around at the Bridge Club—and there are really, truly, no broadband options for your location, you may be out of luck for now. But chances are quite good that at least one form of broadband service (either cable modem service or DSL) is available in your area. A recent study by the Federal Communications Commission (you know, the FCC) reports that as of June 30, 2001, nearly 80 percent of zip codes in the U.S. had at least one broadband provider—and almost 60 percent had two or more. Even among the zip codes with the lowest populations (i.e., *The Sticks*), 49 percent had at least one high-speed subscriber.

Clearly you're not looking hard enough. Head over to www.cable-modem.net (it's OK, we'll wait—we understand how long it takes for you dial-up users) and click on "Service Locator" for a good starting point in your search for service.

Broadband is too expensive!

Yes, in the majority of situations, broadband is indeed more costly than dial-up

service. But the disparity between the two is generally much slimmer than most people think. Sure, dial-ups tend to be around \$20, while broadband is generally around \$40 to \$50. But with dial-ups, many people need a second phone line, which usually runs at least \$10. Broadband connections don't tie up your phone in the first place, so you wouldn't need a second line. (Those of you who already have an extensive cell-phone service plan, in fact, could conceivably get rid of your land-line service altogether! That pays for the connection right there.)

And furthermore, most broadband providers are offering great sign-up deals. AT&T Broadband, for example, is running a deal in Chicago where you can get the first six months for \$1999 a month, with free installation. (And on the DSL side of things, SBC Ameritech is offering deals for as low as \$2995 a month for 12 months, at least in our area.) And to top it off, if you're willing to make the \$100 or so investment to actually buy a cable-modem outright, most broadband providers will knock another \$10 off your monthly bill. Many cable providers also offer special deals with certain cable packages.

Broadband isn't really that much better than dial-up.

Are you crazy? Of course it is! For one thing, it's always on. If your computer's turned on, you're connected to the Internet. This turns the Internet into the truly useful tool it was always meant to be. For another thing, it's faster—much, much faster. The typical cable-modem connection runs about 30 times faster than 56K modem. Thirty. That's "three-oh." Furthermore, this speed allows you access to the kind of technology dial-up users can only dream of. You know those choppy, crappy video or music streams you're subjected to as a dial-up user? Broadband users get near-CD-quality audio and VHS-quality video streaming straight to their desktops. And finally, it's the only way you can play *SOCOM online*! Believe us, that's practically reason enough.



FREQUENCY

You know, you'll get your money's worth when you buy the PS2 Network Adapter—even if you never buy an online game. That's 'cause the Adapter comes packed with an online-playable version of *Frequency* that boasts over 12 new songs. You'll be able to play the basic game, or go Freestyle, teaming up with other players to create new mixes of the game's songs.

4 Q3 2003

ATV OFFROAD FURY 2

Last year's underrated racer gets updated, with 40 new tracks, 20 new ATVs, new minigames (tag, soccer and "King of the Hills" among them), a full-fledged rider editor and a waypoint editor for the outdoor events. And, of course, it wouldn't be in here if it didn't support online play. You'll only be able to play with three other people at a time, though—we wish it were more.

4 Q4 2002

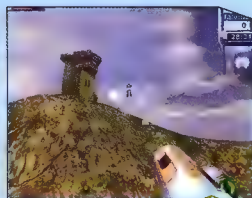
MY STREET



This one seems to have come out of nowhere, but we're somewhat intrigued. Developed by Idol Minds, the folks responsible for the latter Cool Boarders games, *My Street* is a collection of multiplayer games set in the environment of a residential block. Players will create a character, customize his or her appearance, and go against up to three other players in games like dodgeball, marbles, volleyball, RC racing and "Chemistry Set." The game will also support the Multi-tap for local play. Seems like it's mostly aimed at a younger audience, but we're curious about that chemistry set...

4 Q4 2002

TRIBES AERIAL ASSAULT



PS2. It's only recently we've learned that this is not the case—far from it.

While *Aerial Assault* does bear some fundamental resemblances to *Tribes 2*, developer Inevitable Entertainment is doing a lot more than giving the game a facelift. Whereas *Tribes 2* supported massive, 64-player combat, *Aerial Assault* is scaling down the mayhem to a more manageable 16 players. And with the smaller teams, other adjustments are being made to keep the action more focused. "Changes are being made mainly in the area of map size, weapon balance and vehicles," Chris Mahnken, the producer of *Tribes Aerial Assault* at Sierra, told us. "The idea is to balance the game for teams of between four and eight players, rather than the massive 32-on-32

You're up against the wall. Literally. A 10-story-tall cliff looms above you like the Earth itself is giving you the finger. And at the top, the enemy base—your destination. In most such situations you'd be forgiven for collapsing into a whimpering ball and waiting for it all to go away. But this is *Tribes*, and you've got another way out.

The tap of a button brings your jetpack online, and it's up, up and away. This fundamental element—providing everyone with jetpacks—is one of the many things that distinguished *Tribes* from other PC first-person shooters on the market. Suddenly level designers were free to go vertical, and the claustrophobic corridors of the past gave way to wide-open spaces. And so you're free to float peacefully skyward along the face of that enormous cliff—at least until you get high enough that the sniper sentry posted at

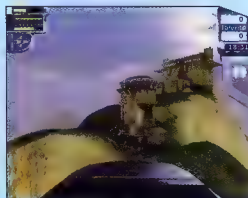
the base can get a bead on you. Oh, and have you noticed you're out of jetpack fuel? Whoops. Thank you for flying *Tribes Aerial Assault*. You are now free to move about the afterlife.

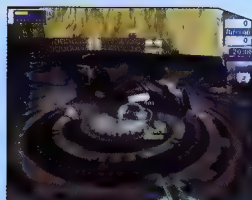
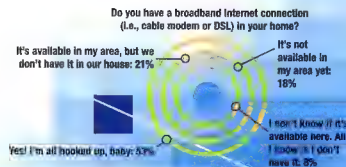
It was nearly a year ago that we first got

"It was nearly a year ago that we first got a tantalizing glimpse of *Tribes* on PS2...and it was already looking great."

a tantalizing glimpse of *Tribes* running on PS2. It was set up with positions scattered across the show floor at E3 last year, and it was already running smooth and looking great. At the time, it was generally assumed that Sierra would be delivering a more or less intact port of the PC's *Tribes 2* to the

games in *Tribes 2* for PC. This means retuning maps and making appropriate changes to vehicles." Alex Rodberg, *Tribes* brand manager, got even more specific in an interview with online site IGN: "The idea is having faster movement (actually an increase in gravity and a decrease in resistance) and having the action placed more centrally between the bases so you're not spending a lot of time traveling. You're spending more time actually in combat or grabbing the flag and running with it." (Rodberg is actually speaking about *Tribes Fast Attack*, the PC equivalent to *Aerial Assault*, but Mahnken had this to say about *Fast Attack*: "One day we were playing *Aerial Assault* and realized that Inevitable had done a great job in realizing the 'vision' for *Tribes*—that of a game geared for smaller teams than *Tribes 2* so it's faster and more action-packed. We immediately asked them





Above: Just one of the four vehicles you'll be able to pilot in *Aerial Assault*. Right: TufCat, meet Mr. Boomstick.



to work on a PC version that did the same thing as *Aerial Assault*.)

Vehicles have been a huge part of the *Tribes* draw, and they won't be taking a back seat in this installment, either. There are, however, some necessary changes being made to the stable of vehicles. The lumbering tanks are being removed, as are the multi-unit flying transports, since they would end up causing some serious balance-of-power issues in the smaller matches. There will still be flying vehicles, of course: You'll be able to pilot both a single-player bomber and a single-player fighter. In addition, up to five players can pile into a ground transport (which has been equipped with a machine gun for defense). And perhaps most exciting is the inclusion of the single-player "ground bike." Fast, nimble transport across wide-open battlefields sounds pretty good to us.

Inevitable is also re-evaluating all the weapons to capitalize on the "smaller, faster, better" theme. As of this writing, they haven't made any definite commitments in this area, but they expect to make enough changes that PC *Tribes* players will get a chance to experience the game for the

first time all over again.

It's interesting that *Aerial Assault* is heading in such a different direction from *SOCOM* in terms of the online infrastructure. Where *SOCOM* forces players to compete on the Sony servers, *Aerial Assault* will support player-created games only—including LAN support for those lucky few whose PS2s are connected to a full network (college students, we're talking to you). And while *SOCOM* integrates support for clans, ladder matches and so on, *Aerial Assault* will not. "We definitely support the idea of tribes or clans," says Mahnken, "but there is no in-game mechanism for joining or managing a clan. We've streamlined the game and removed some of the extraneous features found in *Tribes 2* like the Web browser, e-mail client, etc. Our feeling is that *Aerial Assault* is about the game, and

players are better served by using other tools for community." And where *SOCOM* is broadband-only, the developers of *Aerial Assault* are at least trying to optimize the code to support dial-up connections. Mahnken is carefully noncommittal: "We're spending a lot of time testing dial-up connections but haven't made that decision yet. If it's fun on 56k, we'll support it." It's as simple as that.

Like *SOCOM*, however—and like the vast majority of online PS2 games we know of—*Aerial Assault* will not charge a dime for online play. (Obviously, you'll still have to pay for your Internet connection.) And like *SOCOM*, *Aerial Assault* is expected to release alongside the Network Adapter. Looks like first-person shooter fans are going to have plenty to get excited about come August.

TWISTED METAL: BLACK ONLINE

Contrary to expectations, it appears that *TMBQ* won't require the original game to play. Instead, it'll be a stand-alone product with no Story mode, no cinematics and no new characters. Basically, the game will be what it says on the package. There will be, however, plenty of competitive modes to keep the action interesting.

First, you have your basic Deathmatch mode. Shoot anything that moves, and the person with the most kills within a given time period is the winner. A slightly different take is Last Man Standing, in which every player gets a set number of lives, and once they're gone, you're out of the game. The winner is the one player who's not dead at the end.

More interesting is Man Hunt. One player becomes "Prey," and all the other players (the "Hunters") must pursue him. But the Hunter who actually kills the Prey becomes the next Prey—and so on, until there's only one Hunter left.

The final mode is Collector, in which players must collect a preset number of "Artifacts" scattered across the level. But once you collect them, you'll have to work to keep them; a few strong attacks will cause you to drop what you're carrying and you'll have to start collecting the artifacts all over again.



Also new is the addition of a selection of vehicle modifiers called Power Relics. These Relics adjust the attributes of your vehicle; some are defensive like those that reflect attacks back on the attacker or render the player invulnerable. Others are offensive, like the one that doubles the strength of all your weapons. There's even at least one negative power-up, which causes damage to be inflicted upon your own car whenever you attack other players.

Sony won't confirm a release date yet for *TMBQ*, but we're already starting to anticipate blowing each other out from a safe distance.



MORE TO COME

Auto Modellista

Capcom won't confirm that *Auto Modellista*, which will have online options when it releases in Japan, will retain those options for its U.S. release this fall. But they'd better. This cashed racing game looks absolutely incredible. Its mix of licensed cars and its undeniable style make us drool, and the ultra-customizable cars will keep us tinkering away for weeks. Plus, we're excited to see how the game manages to balance the realistic vehicles with an arcade style. Will we finally get to see licensed cars suffering damage? Only time will tell.



Resident Evil Online

We will physically assault Capcom, collectively and individually, if they don't bring this game here. It's already confirmed for Japan, and a few details have even surfaced: Supposedly you'll start off the game as human, until you get bit by a zombie—then you become one yourself and get to tear up your pals. How bad-ass is that? Capcom, don't make us come over there!

Tony Hawk's Pro Skater 4

Well, duh. *Tony Hawk's Pro Skater 4* went all indie with its online support; we'd be awfully surprised if *Tony 4* took it out for some odd reason. But Activision refuses to confirm at this point.

And More...

The following games have been announced, but we don't have any concrete details on any of 'em. There's sure to be plenty of new announcements at E3, but for now you can just let your imagination run wild with these:

Ace Combat Online • *Arc the Laid Online* • *Armored Core Sigma* • *Bombberman Online* • *Clockwork Online* • *The Dungeon of Druga* • *Hot Shots Golf Online* • *Hundred Swords* • *Namco Sports Online* • *Nobuniga's Ambition Online* • *Project Venus* • *Tokyo Xtreme Racer Online* • *Vib Ribbon Online*

TIME SPLITTERS 2



It's probably been one of the worst-kept secrets in the game industry. Every time anyone asked the gents at Free Radical if *TimeSplitters 2* was going to be playable online, the reply was the same: "We can't talk about that." Which, as just about everyone assumed, simply had to mean "yes." But Eidos and Free Radical have kept their mouths shut.

Until now. Now we can finally confirm that, yes, *TimeSplitters 2* will support online play. And we can't wait to see what they're going to do with it.

Our biggest question once we learned that the online feature was a "go" was whether the extensive map-creation tool would allow online play of user-created maps. David Doak, the director of *TimeSplitters 2* at Free Radical, is cautiously hopeful: "Ideally, yes. For hardcore shooter fans, this is something that traditionally has been expected on the PC side. Now that we're seeing consoles graduating to the same technological playing field as PCs, would it not be a logical progression of the technology to offer the utility of user-created online maps to the console gamer? Part of the vision of our MapMaker utility is to encourage players to build their own *TimeSplitters 2* maps and make them available for others to

compete in." That sounds promising.

The other big question that's been going around since the announcement that *TS2* would be a multiplatform release is whether we'd be able to compete online against players on other consoles. This doesn't look nearly as likely: "It probably won't happen," says Doak. "It's a first-party decision, and it's out of our hands. Obviously in the future it would be nice to do, but the console manufacturers would have to want to cooperate to do it. Given that each is in a different stage with executing their online plans, it doesn't seem as if that would be a reality for the first generation of console-online gaming."

But you will be able to play against up to 15 of your friends (and enemies) at once. That looks like it's fast becoming the standard for online first-person shooters on the PS2; Doak offers some insight as to why: "Multiplayer games of this sort are often more fun with smaller groups of people, because you get the chance to eliminate small groups of opponents repeatedly in one session, which makes the game personable. You learn someone's alias, you know what they look like, you hunt them

down, and you have it out with them. That's meaningful competition—picking your fights. We think there are more bragging rights in saying you killed a few people many times than in saying you killed a lot of people once each."

We'll let you know how to find us online when the game launches in September. You know, just to be personable.



When we get our hands on the map builder, we'll set you all up with maps, K?



ONLINE SPORTS

MADDEN NFL 2003

For 13 years, *Madden* has been a dominating force on every console it's graced. Now that force is leading EA Sports' online charge by being this year's only EA Sports title online.

"We want to give the game players all the basics of a great online experience: chat, online stats, updated rosters and, of course, the head-to-head gameplay experience," said Kenny Ilo, assistant producer. "The goal of *Madden 2003* online is to focus on this core experience, then evolve in future years to include franchise, two-minute drill and even the new minicamp."

Madden gone online (besides just being online) offers two things we're chuffed about.

Below: The main *Madden* lobby once you're online. Center: Inside the lobby where you challenge other gamers. Right: Tiki gives a mad stiff-arm to a Dolphin.



NFL 2K3 & NBA 2K3

Going online is familiar territory for Sega Sports and Visual Concepts. For two years, they got the most out of the Dreamcast, bringing together sports gamers by putting *NFL 2K1*, followed by *NBA 2K1*, online.

But getting online with a new console poses all-new questions for a company best described as the first true competition for EA Sports. Connectivity and limitations come to mind first.

"With our experience with console online gameplay on the Dreamcast, I'm very confident that the online gameplay experience for PS2 owners using the 56k modem will be as good, if not better, than the Dreamcast," said VC's president, Greg Thomas. "We've got some geniuses working at VC who know how to streamline online play through a narrowband connection with amazing results. Obviously, if we can do this with narrowband, the broadband experience will be significantly better. As for connectivity between a narrowband user and a broadband user, we believe we can deliver a very satisfactory experience with both."

When it comes to feature sets, every sports gamer wants to know if there there



▲ NFL 2K3



will be leagues and a No. 1 player that everyone else can try to dethrone.

"Leagues are definitely something we want to explore for the future, but the first thing we want to do is to establish a good foundation for online sports gaming," said Thomas. "And yes, there will be an online ranking ladder for online play similar to what we had for *NFL 2K2* on Dreamcast."

One difference for the *2K3* games is that they'll support any USB keyboard. A real treat if you want to talk smack to that guy in Alaska who's losing by 30 points. It's also good for coordinating user-run online

First, key stats will be kept for online gamers ranging from wins and losses, current winning or losing streaks, and overall rankings to run vs. pass ratio, average yards passing and rushing per game, and even your disconnect percentage. The other big factor: the amount of people who will play *Madden* online.

"Even if only to percent of *Madden* PS2 players play online, you're still talking about almost 200,000 people," said producer Jeremy Strauser. "With that many people, the community will be very active and the competition will be fierce. Those who go online will be hooked."

One turn-off (especially if you've played *Dreamcast* games online) is the lack of a keyboard. Since Sony hasn't announced an official keyboard yet, *Madden* won't use one. To make up for it, there will be 10 customizable "quick messages," but otherwise you'll be using your controller to type. Ugh.

But that disappointment will be curbed by the roster downloads. One will be available for the start of the season, which is huge, considering the game's July release is a full month before the seasons starts.

As for sacrifices to get the game online,

leagues (there were plenty on Dreamcast).

As for additional bonuses with playing online, VC and Sega are planning regular roster updates that you can download. There's no word if those rosters can be used online (they couldn't on the Dreamcast), but our fingers are crossed.

So what sacrifices were made so the game could work online?

"Sleeplessness and insomnia," quipped Thomas. "Seriously, you won't see any visual letdowns when you play our games online; our goal is to have online gameplay experience to be identical to playing the game offline."

All right, so in the name of competition and equal time, why should gamers buy *NFL 2K3* over *Madden 2003*?

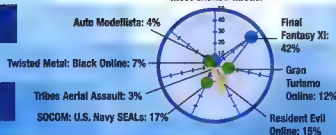
"Check the history. We've done online console games and we've been very successful," said Thomas. "All we can do is improve upon what we've learned. We respect the competition's first foray into the online console world, but believe us, experience counts in this new online world."



the instant replay has been taken away. But otherwise the game's in great shape.

So, why buy *Madden* over *NFL 2K3*? "*Madden* NFL 2003 is simply the most complete NFL experience you can own," said Ilo. "Our gameplay is tournament- and player-tested and has the great advantage of John Madden being personally involved in the strategy and design. We offer the most complete and realistic in-game experience, the best graphics and deepest franchise mode."

Which online game are you most excited about?



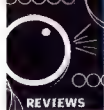
989 SPORTS

If 989 Sports wants to re-establish itself as a perennial power in sports gaming, this might be their last chance.

One promising sign: they're taking the online revolution very seriously. Their three primary sports titles: *NFL GameDay 2003*, *NBA ShootOut 2003* and *NHL FaceOff 2003* are all confirmed for online, and the follow-up to their fantastic soccer title, *World Tour Soccer 2003*, is also expected to be available for online play.

As for particulars about the games, there's no word as of yet. We're expecting the status quo, meaning there will be no leagues or franchises set up for online play.





GAMES REVIEWED

PS2 Games

2002 FIFA World Cup99

Britney's Dance Beat99

GTC Africa100

Lethal Skies100

Medal of Honor: Frontline98

Mike Tyson
Heavyweight Boxing101

Scooby-Doo:
Night of 100 Frights101 ▶

Shifters101

Sky Gunner102

Test Drive100 ▶

UFC Throwdown102

PS one Games

2002 FIFA World Cup103

Big Bass Fishing103

C-12: Final Resistance102

Kickboxing103

Power Play Sports Trivia103



THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON
Back from his honeymoon, John is now thoroughly mellow and fully prepared to kick everyone's ass at SOCOM when it launches in August.



JOE RYBICKI
Joe just bought a 5-lb. bag of meatless jerky, becoming the office pusher. Now he trades 9-oz. sacks ("niners") for games. Want some?



GARY STEINMAN
After another month with no RPGs, Gary crumpled into a pile of random stats. John pieced him together again, but only as a lowly Lvl. 1 Grump.



CHRIS BAKER
Hanging out at the big Star Wars con in Indy in May, C-Bake was thrilled to meet a loyal OPM reader. So Kevin, this bio's for you, buddy!

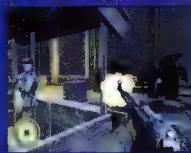


TODD ZUNIGA
May is official Dork Out Month for T.Z. Star Wars, Spider-Man Frontline. E3. Yet he's found time to pen a few Elvis-based short stories



SAM KENNEDY
With lots of family in town, Sam hardly had time to do any work this month! *

*The new office WGA arcade and didn't know either. But Gary doesn't know about that

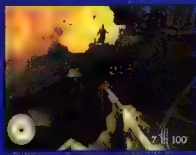


MEDAL OF HONOR: FRONTLINE

They pulled it off

Publisher Electronic Arts
Developer EA Dreamworks
Web Site www.ea.com

Around a year and a half ago I had the opportunity to visit EA's Dreamworks studio to check out what was no doubt one of the most amazing games I'd ever seen—on paper, anyway.



Back then, *Frontline* was little more than a bunch of story sheets and concept sketches, but what was there had the makings of something truly spectacular.

But as regular OPM columnist Ryan Lockhart has pointed out, every game can be the *Greatest Game Ever* on paper—the question is whether the developers can actually pull it all off. But I knew the *Medal of Honor* team was capable of everything they told me I mean, they'd done it all before—to some extent. They'd done what the technology permitted and with excellent results. With the PS2, they were free to do that, plus all of this other incredible stuff that I saw on paper. I left Dreamworks later that day with one thought on my mind: They were indeed going to pull this off. With *Frontline*, they were going to create one of the most incredible gaming experiences ever.

And I was right. Having now spent a week with the final version of the game, I can honestly say that **this has been one of the most incredible experiences I have ever had with a game.** And I can distinctly remember back to the concept paintings of certain scenes as I've played through them now. Funny thing is, these concept paintings didn't even look as good as the final product I'm playing now. That can't be right, can it?

But it is right, and this is why I am in such awe of the game. Games with mindblowing graphics are in abundant supply on the PS2, but never before have I come across a title that so vividly captures real-world settings as *Frontline* does. There's a huge difference between simply rendering a 3D harbor or a train station for a game and modeling one with accurate textures and lighting, and filling the entire environment with

subtle objects to create the illusion of realism. The environments in *Frontline* are indescribable at times—they look hand-painted.

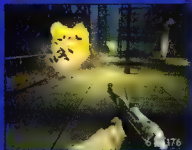
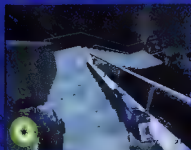
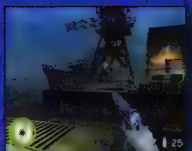
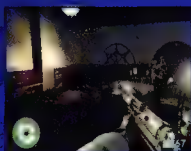
And when you add in the stellar visual cues and magnificent sound track, everything comes together in a way I've never before seen. It feels less and less like a game and more and more like a movie.

And it's this point—that

***Frontline* feels as though you're playing a movie**—that I can't stress enough. But not just any movie. I mean a movie on the scale of *Saving Private Ryan* or *The Thin Red Line*. It's majestic. It's cinematic. It's exciting. It's quality, through and through.

Frontline has so many incredible sequences to behold. These would amaze in any movie, never mind in a game. D-Day, for example, is an insanely cool sequence, with gunfire everywhere and mortar shells landing left and right.





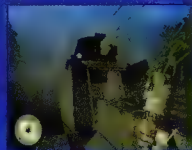
What a way to set the tone of the game.

Further missions take you from calm Dutch pastures to all-out firefights on the Nijmegen Bridge. The pacing is incredible, mine-cart mayhem in one area, all-out tank warfare in another. And one of the coolest parts about all of this is that **when the action switches gears, the music shifts accordingly.** It'll swap from a calm inner-city ambience to an uppity *Indiana Jones*-style melody the second you get spotted by a guard. The *Medal of Honor* games have always prided themselves on a solid aural experience, but *Frontline* clearly takes things to a new level. It seems that composer Michael Giacchino has matured his style a bit; now we're treated to choral arrangements on certain tracks and even more stirring melodies in others.

The sounds are equally impressive. Guns, bombs, tanks, speech—everything sounds perfect. *Frontline* features a lot more speech than in previous *Medal of Honor* titles and, as usual, it's all top-notch. I recall one scene in particular: I sat perched on a windowsill, waiting to shoot any soldiers in sight below me, and I heard one of the Nazi soldiers say something about sneaking up from behind—in German, of course. But thanks to my vague recollection of this language from high school, I understood and was ready for him when he came around. Granted, most people would probably never notice, but my point is this: **Everything down**

to the speech is perfectly right. This was truly an amazing experience for me.

And speaking of experiences, *Frontline* is filled with scenarios that deliver some of the most exciting gameplay you've ever come across. Enemy soldiers are much smarter this time around and will surprise you with their human-like A.I. The game also features several scripted



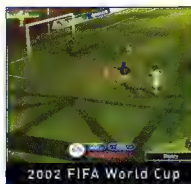
sequences to further build up the intensity of the battles. And the new control mechanics feel perfect. Using the sniper rifle couldn't be more enjoyable.

I do have a couple of minor gripes with the game, though. First, **killing enemies is a bit predictable**—soldiers of a certain type all take the same number of hits to kill. Second, the framerate tends to chug at times. And third, certain levels are almost a bit too long, considering you can't save until they're completed. There's nothing worse than playing a half-hour level, only to get taken out by a tank fire right before its completion. But still, with levels so great, I didn't mind playing them over a few times.

In fact, I didn't mind playing the entire game over a few times. *Frontline* is that incredible of an experience. Just like *MS2* or *FFX* before it, it's one of the reasons you bought a PS2.

Final Score ●●●●●
Sam Kennedy

Players: 1
Memory Card: 76 KB



2002 FIFA World Cup

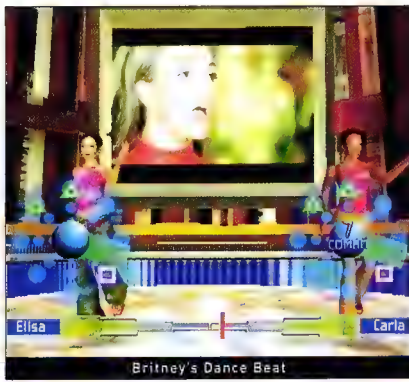
Publisher EA Sports
Developer EA Canada

Web Site www.easports.com
Bear with me while I lay down a little FIFA math. For \$50, you'll get 2002 FIFA World Cup, which features 42 teams and one tournament. Bear with me while I lay down a little FIFA math. For \$50, you'll get 2002 FIFA World Cup, which features 42 teams and one tournament. Bear with me while I lay down a little FIFA math. For \$50, you'll get 2002 FIFA World Cup, which features 42 teams and one tournament.

It seems like a pretty damning indictment of *World Cup*, but for some reason I can't hate it as much as I'd like. In fact, I'm tipping my cap to EA Sports for not only wonderful marketing strategy, but for adding and subtracting just the right amount of things to make *World Cup* the defining soccer game on the PS2.

The first thing you'll notice about *World Cup* is the pacing. It's a much slower, true-to-life style of football. Within this context it also takes a lot more strategy to separate the ball handler from the ball. If you're behind the ball carrier, you can't press Circle to stick your crotch in there and bust up the play. Now, you'll likely be shrugged off and lose a step or two, giving the ball handler the edge. Conversely, when you're driving to the net, your striker will push his arm out to keep distance between himself and the defender. These are things that wouldn't have worked in a more arcade game, but the **slower pace means truer soccer.** Beyond that, the off-average aerial game has achieved the kind of success that fans wished it would have reached years ago.

Then there's the ball itself. Not only is there [finally] a noticeable amount of zip when it's struck



squarily, but the ball reacts accurately to being deflected or tipped. Many goals are scored not by full-on kicks, but the kinds of little dinks and deflections that high-school physics teachers would drool over.

Another big upgrade will make your eyes tear with joy. **The game looks so freaking pretty, it blows away past versions.** And the crowds: wow. They're superb.

But still, you'll be paying \$50 to play a seven-game tournament (and that's assuming you're able to squeak past the round-robin opener). This game screams to be rented but not bought. I'd recommend waiting for *FIFA 2003* for your next soccer purchase.

Final Score ●●●●●
Todd Zuniaga

E **Players: 1-8**
Memory Card: 449 KB

Britney's Dance Beat

Publisher THQ

Developer Metro

Web Site www.thq.com
Whoever came up with this concept at THQ is a genius. Partner one of the greatest Japanese music-game developers with one of the world's biggest pop acts. What a brilliant way to introduce music-based gameplay to the masses.

Britney's Dance Beat is truly a step in the right direction for the industry—it takes a generally unknown gameplay style and makes it commercially viable through the star power of the one and only Britney Spears. And it works great. **Britney's likeness and her songs lend themselves especially well to this style of game,** and the whole package comes together nicely.

Dance Beat's gameplay is somewhat of a variation on the Bust-A-Groove format, but the new circular display gives it a neat twist. Also, the competitive aspect is great—aiming for combos to throw off your opponents adds a cool new dimension to the gameplay. To those of you who would just as soon dismiss this because of Britney, think again. *Dance Beat* plays extremely well, and there's a good challenge and a healthy learning curve to go with it. The game even supports Konami's DDR dance pads—a nice touch.

The visuals are definitely part of this title's appeal too, with some **stunningly realistic dance moves** being performed by the contestants. The background settings seem a tad odd (a dance-off in a Japanese temple? OK...), but at least they've got FMV Britney videos in the background. Britney herself looks great—well, the in-game Britney, at least. The CG Britney from the intro is scary.

It's just a shame that **the game only has five songs to choose from** (not counting their variations). Granted, these are probably all of Britney's best tracks, but I was just left wishing for more. Despite the lack of tunes, though, the amount of stuff you can unlock still makes for lots of gameplay.

And with all of the unlockable Britney movie clips, this becomes a must-buy for her fans. As for everyone else (especially music-game freaks), it's at least worth a rental—even if you're not a Britney fan, the game might win you over.

Final Score ●●●●●
Sam Kennedy

E **Players: 1-2**
Memory Card: 50 KB



GTC Africa



GTC Africa

GTC Africa

Publisher Majesco

Developer Rage

Web Site www.majesco.com

The first fruits of Majesco's recent deal with renowned U.K. developer Rage, *GTC Africa* is a spectacular disappointment. What does it offer that other racing games don't? I can tell you what in a single word: *nothing*. Simply put, it is without a shadow of a doubt the perfect example of the most mediocre racing game I've ever seen. Everything about it is so utterly average that I can hardly describe my ambivalence.

The core of its problems are that it's essentially boring. It can only really justify being called a "rally" game because it's a circuit-based racer that has road surfaces that aren't just asphalt. It's not particularly challenging, nor all that interesting.



Lethal Skies

The cars, while licensed, are an unusual bunch (including a Pontiac Firebird, a car so badly made that it would come unscrewed if someone even said the word "rally" near it) and all suffer from similar problems. A good racing game makes you feel the contact between the road surface and the wheels, but *GTC* makes you feel like you're controlling a shopping cart with a wonky wheel, not a rally car.

The graphics are OK but not spectacular. The sound is OK but not spectacular. In terms of options, it offers exactly what you'd expect from a racing game, which means you probably already own something that's better.

Final Score ●●●

John Davison

E Players: 1-2
Memory Card: 70 KB



Lethal Skies

Lethal Skies

Publisher Sammy

Developer Asmik Ace

Web Site www.sammy-zone.com

It seems like every time a flight game comes out, the developers try a slightly different mix of realism and arcade action, hoping to find that perfect balance that will draw in the biggest audience.

Lethal Skies [developed by the creators of the first flight-sim game on the PSone, *Bogey: Dead Six*] definitely skews somewhat in the simulation direction.

Sure, there's a bit of a futuristic element involved—the game's set after an apocalyptic event that put New York City underwater, turned Tokyo into a desert and covered Texas with snow—but in terms of physics, this is one of the more realistic choices out there. For example, your early planes will prove wildly unstable at low speeds, and you'll always have a sense of the plane's weight and inertia. This may come as a surprise to those of us used to the seemingly gravity-free environment of the *Ace Combat* series.

That's all well and good, but the game itself seems to suffer from a ridiculous lack of balance. One mission may take you upward of 10 minutes to complete (and 10 tries, at least), and you'll beat the next in under a minute—that's no exaggeration. Plus, missiles seem strangely weak, while regular of bullets seem strangely strong. None of these criticisms kill *Lethal Skies*, but they do knock it out of the upper ranks of flight games.

Final Score ●●●

Joe Rybicki

E Players: 1
Memory Card: 255 KB



TEST DRIVE

A bit of an uneven ride

Publisher Infogrames/Atari

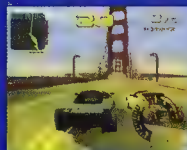
Developer Pitbull Syndicate

Web Site www.atari.com

Let's get one thing straight right from the start: *Test Drive* may be a little more serious than your average racer, but *Gran Turismo*, it ain't. Of course, that shouldn't be too much of a surprise for longtime fans of the series; ever since *Test Drive* made the jump to consoles (especially since it was taken over by the folks responsible for *Destruction Derby*), the

Much of *Test Drive* is about luck. Sure, there's some skill involved in dodging oncoming traffic, light posts and buildings, but as far as your place in the standings goes, it's all about luck. You can race the same course 10 times and come in a consistent third...and then on the 11th, watch the two leaders get into a fatal-looking wreck inches from the end while you breeze to a first-place finish. That can be really exciting—or it can be really frustrating. It all depends on whether luck is with you or against you.

Adding to this occasional frustration is the fact that all the competing drivers seem to possess an excess of courtesy. If you lag behind too much, they'll kindly slow down to allow you to easily catch up. Conversely, if you get too far ahead, they'll achieve superhuman speeds, presumably to keep the match interesting. Which it does, mostly—except when you're enjoying a solid lead for an entire race only to



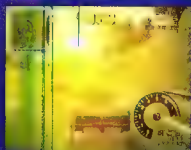
series has been all about edge-of-your-seat arcade action and big, nasty crashes. The PS2 incarnation keeps up the tradition, for sure.

"It can be really exciting—or really frustrating. It all depends on whether luck is with you..."

putting you behind the wheel of a nicely chosen assortment of muscle cars and sports cars that blaze through the streets of San Francisco, Tokyo, London and Monte Carlo. (To be fair, "blaze" may be stretching it a bit at the beginning, but once you earn some of the higher-end cars, you'll be positively smokin'.

find yourself wrecking inches from the finish line, as your opponents (having maintained mysteriously close following distance) blow by you. Then "interesting" becomes "frustrating." And that's no fun.

Much of the game prompts similarly mixed feelings of love and hate. The vehicles you start



off the game with, for example, feel like they've had their wheels blocked off on the outside. They seem to turn only half as tight as they ought to. But on the other hand, some of the high-end cars are fantastic (especially the Jaguar, my favorite) and as nimble as you'd like."



Other car issues include the fact that you get what's basically the second-best car in the game after only about five of the game's 45 races. [Well, third-best, but that's only counting the car you get for beating the whole game.] Then, just to really confuse you, the game forces you to play with a worse car for the final four races. It's perplexing.

Course design is similarly uneven: Most of the races in San Francisco are great, but then you move to Tokyo's horribly bland highways. Then London, which is nicely designed, and then to Monaco, which seems a mess.

I don't want to come down too hard on *Test Drive*; what truly matters is that I did have a really good time playing it [once I earned a better car, anyway]. Sure, the game seems to lack polish in a lot of areas and seems astonishingly uneven from time to time, but if you're looking for a racer that's light on realism, you've definitely come to the right place.

Final Score ●●●●
Joe Rybacki

Players: 1-2
Memory Card: 87 KB



Mike Tyson



Mike Tyson

Mike Tyson Heavyweight Boxing

Publisher Codemasters

Developer Codemasters

Web Site www.codemasters.com

The ring girls have jiggy boobs. There, I've listed all of this game's positive points. Which means you can either read on to see how this game swings and misses, or you can use your time more wisely by reading other reviews of games that are much, much better. Even if they're bad.

The first missed roundhouse is using Mike Tyson as the cover athlete. Seriously, he's a lunatic who's been raising pigeons since his career began. How weird is that?

The second flailing swing comes when you notice how close the boxers are to one another. It makes me wonder if this game isn't tailored to the homophobic audience. Basically, it plays more like a kissing simulator, but instead of locking lips when they get close, they throw a collision-nice punch that somehow rocks the opposition's jaw.

There are many flaws. The fighters move as if wearing cinder-block shoes. The heat effect from a big wind-up is more dazzling than any flurry of punches. And if you do the necessary button-mashing to succeed, your thumb will be really sore. There's some depth like the create-a-boxer, but the boxing is so bad I can't even begin to care.

For a game that connects with boxing fans, buy *Knockout Kings 2002*. Tyson hits the mat hard.

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 129 KB



Scooby-Doo



Scooby-Doo

Scooby-Doo: Night of 100 Frights

Publisher THQ

Developer Heavy Iron Studios

Web Site www.thq.com

Here's the perfect audience for *Night of 100 Frights*: a father who grew up with the Scooby cartoons and his young son who's been introduced to the sleuthy pooch via the new movie. [Before you get on my case about possible sexism, this works for a mother/daughter duo too—or any parent/child combo, for that matter.]

In fact, *Night* does such a fine job of capturing the essence of Scooby that any die-hard fan would do well to check it out. From the cartoony visuals to the silly humor to the absurd laugh-track, *Scooby* is all there, in near-perfect form.

But for any other gamer, that's just not enough. Sure, *Night* is a well-done and fairly sophisticated



Shifters

platformer, especially for a kid game. But it's also about as much fun as an edutainment title. Don't get me wrong: There's nothing educational here—unless you can find some odd life lessons in snagging Scooby Snacks and barking down baddies. The thing is, once you get past the Scooby-ness of it all, there's not much in *Night* that'll hold your attention. The gameplay quickly devolves into a bore, then a chore, and then a big, hearty snore.

But like I said, if you're a parent fiddling around with your kid, this is a perfect game. It's quick, it's clean, it's solid enough—and I'm guessing it's just right for parent/child bonding. It's just not for me.

Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 467 KB



Shifters

Shifters

Publisher 3DO

Developer 3DO

Web Site www.3do.com

Something terrible must have gone awry at the 3DO headquarters.

Here's what I think happened: After a few too many nips of the "happy sauce," the night janitor was stumbling through 3DO's basement when he tripped over a moldy box of discarded characters, lurched forward into a festering canister of unfinished levels, and then tumbled headfirst into a heap-tray of half-baked story ideas. The whole muddled mess then oozed its way onto a nearby blank disc. The next morning, a harried junior exec desperate to show something to his bosses found the disc and submitted it for approval. And there you have it: *Shifters*!

I know, it sounds farfetched, but it's the only way I can explain this, er, "game." The whole thing just feels like one big accident.

Take the story: None of it makes any sense. Things happen, then other things happen, and all of a sudden you're this shapeshifting numbrut stuck in a desert tomb on a quest to do God-knows-what. And the combat? Even worse!

Press buttons, then stuff happens on screen—and yet none of my character's actions seem to have anything to do with my furious button-mashing. And if that's not bad enough, the third-rate graphics and the chop-socky framerate aren't fit for human consumption.

I realize that accidents happen, but this one is simply unforgivable.

Final Score ●

Gary Steinman

Players: 1
Memory Card: 487 KB



Sky Gunner

Sky Gunner

Publisher Atlus
Developer Pixel Arts/SCE
Web Site www.atlus.com
SCEI released *Sky Gunner* in Japan last year, and I've been a huge fan ever since I got my hands on the import. The game just has a wonderful style to it. The music, the characters, the brightly colored environments—they're all so charming. Pixel Arts was clearly inspired by Japanese anime director Hayao Miyazaki (known for such films as *Princess Mononoke*, as the game's aircraft and settings seem to come directly from him.

Sky Gunner's gameplay is equally cool: It's pure shooter goodness. The sensation of zooming through the sky and swooping all around to take out massive airships is incredible.

...until you run into the slowdown, that is. It's a shame Atlus couldn't fix it for the U.S. [They did include an unlockable 30 fps mode, but it's not the same.] *Sky Gunner* can totally chug at times—everything slows to an absolute crawl, and the resolution drops as well. But I will say this: To me, the slowdown was somewhat excusable. Why? Well, it tends to happen mainly during large encounters (bosses), so it could almost be seen as a blessing. Still, this will ruin the game for some.

Sky Gunner is also short, but thankfully there's a good amount of replayability due to its multiple playable characters. It's a definite buy for shooter fans and the perfect rental for everyone else.

Final Score ●●●●
Sam Kennedy

E Players: 1
Memory Card: 277 KB

UFC Throwdown

Publisher Crave
Developer Opus
Web Site www.cravegames.com
As with the original PSone UFC game, *Throwdown's* main objective is to deliver as realistic a match of all-out, no-holds-barred wrestling as possible. And it does this quite well—perhaps a little too well. Because with all this emphasis on realism, the game sort of forgets that it's supposed to be fun, too. It's pretty simple, actually: To your average non-UFC enthusiast (such as myself), the fighting engine is slow and boring. Which pretty much dictates the only group of people that should play this game: hardcore UFC fans.

And that's perfectly OK. Because what the fans will find with *Throwdown* is a majorly enhanced graphics engine over the original [by PS2 standards, I'd say



UFC Throwdown



UFC Throwdown

it's actually in the "quite good" range), lots more fighters to choose from, and a moderately improved fighting system. Plus, they'll find the matches not so painfully brief as in the original (though, these are still on the short side). And I'm fairly certain they'll all dig the solid Career mode, which I even admit to having had some fun building up a few characters with.

So yeah, there's enough here for die-hard UFC fans to sink their teeth into, and it's worth their time to check it out. Everyone else, though, should stay away. It's not even worth renting—there are plenty more interesting wrestling or fighting games out there.

Final Score ●●●
Sam Kennedy

T Players: 1-2
Memory Card: 108 KB



Sky Gunner



C-12: FINAL RESISTANCE

We waited two years for this!

Publisher Sony CEE
Developer Sony CEE
Web Site www.scea.com

Almost two years ago, *C-12: Final Resistance* debuted in Europe. Unable to play this postapocalyptic sci-fi adventure developed by the creators of *MediEvil*, we in America could help but envy the PAL nations' exclusive access—especially after reading a few glowing reviews. But now that the game finally has made it stateside, I have only one question to ask my enthusiastic colleagues in the European press: What were you thinking?

Though full of potential, and undoubtedly one of the best-looking games ever to hit PSone, *C-12* fails at successfully executing some of the components most essential to solid gameplay. No matter how cool the story might be—even with a sci-fi, steampunk design—when it features such

clunky controls and camera positioning. So just how bad are the controls? Well, for starters, whoever thought making the Fire button the "Push the Crate" button



is just plain old bad. Same goes for the hacking of an Energy Blade lone of your most trusted weapons in the game. More times than I'd like to admit, I'd waste a few bullets before I could execute such an action. Furthermore, moving crates holds your weapon, which inevitably leads to taking

few cheap shots from the cyborg around the corner as you take an extra second to redraw your machine gun or rocket launcher. Even if you do manage to lock on and begin firing away in time, don't count on strafing and shooting at the same time—while you can strafe a couple of sideways movements, you can't hold on your target so you're blasting away at nothing as your enemy introduces your back to





the game's controls. I never had don't get me started on joys of "crouch" and "climb" coiled on one button, too!

Perhaps the controls would allow a bit more bearable if it didn't feature **one of the most absolutely abysmal cameras I've ever seen in a 3D action game.** Even standing still, you can use the right analog stick to move all around your character, you often simply can't look where you want to. Sure, the first-person view is a handy—and, frankly, a bit cybernetically enhanced—eye's green perspective, but even kind of cool—but you can move at the same time, and it's sometimes tougher to find the exact spot you're after.

If so unfortunate that the controls and camera so heavily dampen a game with few other glaring faults. Sure, Vaughan is funny and the framerate often suffers—the fantastic graphics with loads of impressive explosions and effects easily make up for that. Sure, most of the antagonists look like the hybrid offspring of Aliens and Predators who decided to make love, not they, along with the decent story, only emphasize this awful one tribute to said sci-fi movie. The game represents it's hard to think Terminator every time you look at Vaughan). At times, even despite the intense technical flaws, I found myself having a good time.

So it's not about the game. You know, they always say, "Good things to those who wait?" Well, they're kidding. Final Score ●●● (Chris Baker)

Players: 1
Memory Card: 1 block



2002 FIFA World Cup



2002 FIFA World Cup

2002 FIFA World Cup

Publisher EA Sports
Developer EA Canada

Web Site www.easports.com

Forty dollars. That's how much this game costs. I wrote this review thinking the game would retail for \$20, which I thought was a fair deal. So when I heard this game sold for \$40, I rewrote my review. Additions are in parentheses.

I feel stupid saying this, but the graphics are the biggest difference between the PS2 and PSone World Cup. Otherwise, the games aren't far apart. [Scarily, they're even close in price.] But for PSone-only owners, it's good to know that this is a **nice-looking PSone game** (that costs four times what most PSone games cost nowadays). But still, the PS2 is starting to make the PSone look like Intellivision (and Intellivision games can be found on eBay for cheap!).

On the gameplay side of things, I take issue with my **offensive players' lack of motivation** (especially since the game costs so much). It doesn't seem like they're as hungry to score as I'd like them to be. They sometimes back away from one-on-one situations.

Supposedly the aerial game has been ramped up. But it really doesn't feel like it. It's one thing the game has been lacking over the years. And it's still lacking it. [Which is really unfair because it's such a ripoff, price-wise.]

If you love footie, why not fork over the money for *World Cup 2*? [Oh, I know, because it costs twice as much as I thought it did.]

Final Score ●●●●
Todd Zuniga

Players: 1-8
Memory Card: 1 block



Big Bass Fishing



Big Bass Fishing

Big Bass Fishing

Publisher Take 2
Developer Coresoft

Web Site www.take2games.com

Before I loaded up *Big Bass Fishing* for the first time, I was sitting here looking at the back of the jewel case, and I noticed something odd written under the ESRB rating: "Suggestive themes." OK, what? Suggestive themes? In a fishing game?

I thought it was just a goof-up at the pressing plant, but it's not. This is a fishing game with **suggestive themes**. See, the angler you portray is a curvaceous blonde who does a wiggly little dance every time you reel in a fish—and who makes vaguely suggestive comments throughout the process.

"Oooh, that's a big one!" she purrs. Or, "They look so much bigger"—giggle—"underwater!" Am I the only one who is seriously creeped out by the idea of hearing a sexy woman's voice making doubles entendres while I'm reeling in a freckling fish?

The fact that the underlying game is the **worst fishing game I've ever seen** makes the "suggestive themes" seem like a last-ditch effort by the designers of the game. Imagine: "OK, gents, our game sucks like a five-pound leech; we need something, anything, to turn some heads. I know! We'll throw in a buxom babe, and we'll call her—wait for it—"Babe!"

The only good thing I can think to say about *Big Bass* is that it doesn't actually smell bad. That's something, right?

Final Score ●
Joe Rybicki

Players: 1
Memory Card: 1 block



Kickboxing



Kickboxing

Kickboxing

Publisher Agatec
Developer Jordan

Web Site www.agatec.com

It's games like *Kickboxing* that make me rethink working in the video-game industry. I mean, am I good enough, nay, *great* enough to review a game with such energy and irreverence as this one? In the face of such brilliance I feel ashamed. I am but a diamond of sand on *Kickboxing's* vast beach.

In other words, I was bored silly, and this game sucks ass.

Now I'm no fighting-game guru, but I did see *Bladesport*. If Jean Claude Van Damme had, at the very least, a brain stem, he'd rage against the **lackluster style of kicking and punching** seen in this fighter. And he's the expert. Plus, for the same \$10 you'd spend on this, couldn't you score *Tekken 3*?

I have faith that OPM readers will run from this game as if it were a leper. But clueless parents might reach for this bargain title while you're at Wal-Mart eating a six-pack of stale glazed doughnuts. So be a sport and tell them that buying this game will make them a bad parent and it will lead to their child doing many illicit things.

Worst-case scenario: **Some kid who gets this game for his ninth birthday will find some delight in the Story mode.** But then he/she will surely notice the limited moves, the limited appeal and head straight for eBay.

Avoid this. Isn't it obvious? The title fairy couldn't come up with anything better than "*Kickboxing*."

Final Score ●
Todd Zuniga

Players: 1-2
Memory Card: 1 block



Power Play



Power Play

Power Play: Sports Trivia

Publisher Ubi Soft
Developer Starsphere Interactive

Web Site www.ubi.com

"You can only do so much with a sports-trivia game." That seems to be the attitude adopted by Starsphere as it set out upon the task of creating *Power Play*. The result is a game that **gets the job done**, but only with the excitement of a U.S. Olympic basketball game.

Sports-trivia titles of the past have offered at least some degree of creativity. Who can forget the archive clips and the virtual-football game in itself that was *NFL Football Trivia Challenge* (well, if anyone ever played that Sega CD game, anyway)? Or the sheer irreverence of *You Don't Know Jack Sports [PC]*? *Power Play* gives us nothing like this. No sports clips or fancy scoring methods as in *Challenge*—just still clip-art imagery and *Jeopardy!* style scoring. No sense of humor, like in *Jack*—just straight-up queries like "What team traded Grant Fuhr to the Buffalo Sabres?" [It's Toronto.]

Still, I can see diehard sports-trivia buffs—obviously, the intended audience—getting pretty competitive in both of the game modes [a 10-question Tournament or a more interesting Last Man Standing, in which you can only miss a designated number of questions]. And, **4,000 questions spanning the entire histories of baseball, football, basketball and hockey** can last for hours. You just have to *really, really* like your trivia—and not care about simplicity.

Final Score ●●
Chris Baker

Players: 1-4
Memory Card: 1 block



IN THIS EDITION



All the games, all of our ratings, and as many tricks, codes and tips as we could stuff into 16 packed pages of the latest Replay.

As for blowing out the biggest games going, we start not with a game title, but that catchy song. But

we didn't want you to have it stuck in your head. You know Spider-Man, Spider-Man, does whatever... Oops.

Plus, we'll fill you up on tips to win WWII with our Medal of Honor: Frontline strategy, which will keep your head on your shoulders if you spend your bullets right.

Having trouble taking first place with the Hot Shots Golf 3 tournament? No more. We've got the scoop on the June journey and we give you a shot-by-shot strat for each hole.

We've also got tips on the new PS2 Greatest Hits games, how to weave your way through The Italian Job and much

SECRETS REVEALED

PS2 Games

Dark Cloud 114

Hot Shots Golf 114

Hot Shots Golf 2 114

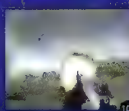
Medal of Honor: Frontline 118

Spider-Man 118

PSone Games

GoldenEye 007 118

The Italian Job 118



SPECIAL FEATURE: SUMMER GAMING

What games will the OPM staff be taking to the beach this summer? We tell you, plus we give tricks for each.



PIRATES: LEGEND OF BLACK KAT

Is there anything that says summer fun more than sailing? What about shooting cannon balls?



HIGH HEAT MLB 2003

What's more summery than the crack of bats, the smell of glove oil and staying up until 6 a.m. to get to the All-Star break?

PS2 Tricks and Review Archive

Game names in **green** indicate a Greatest Hits title. Ratings in **red** indicate a five-disc score. A number **1** indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
18 Wheeler	Acclaim	***	52	ESPN International Track & Field	Konami	***	39
American Pro Truckee	600 Games	****	44	ESPN International Winter Sports 2002	Konami	****	54
4x4 Evo	600 Games	****	44	ESPN NLS ExtraTime	Konami	***	44
Ace Combat 04: Shattered Skies	Namco	****	51	ESPN National Hockey Night	Konami	**	45
The Adventures of Cookie & Cream	Agelec	****	44	ESPN NBA 2Night	Konami	***	42
Airblade	Namco	****	53	ESPN NBA 2Night 2002	Konami	***	56
All-Star Baseball 2002	Acclaim	****	44	ESPN Winter X Games			
All-Star Baseball 2003	Acclaim	****	56	Snowboarding	Konami	***	41
Baseball's always seemed like a pretty fair sport, but that doesn't mean you can't collude with OPM to win at the video-game version. These tips will come in handy when you're in need of a big hit at a key moment. Play ball!				ESPN Winter X Games			
Guessing right				Snowboarding 2002	Konami	***	53
Right after the pitcher releases the ball, press Start. See the ball frozen on the screen? It gives a pretty good indication of where it's going. Resume the game and hurry your cursor over to the intended spot and let your best power-swing rip. A cheap trick, indeed, but it'll help your average.				ESPN X Games Skateboarding	Konami	****	49
Pitching on no day's rest				Eternal Ring	Agelec	***	38
Want Pedro to start back-to-back for you? Impossible unless you have this trick. In season, franchise or expansion modes, put a pitcher on the 15-day DL. Then take him right off and he can pitch. The 15-day DL seems to have powers real pitchers only dream of.				Eve of Extinction	Eidos	***	56
Aqua Aqua	3DO	**	42	Evergreen	Agelec	***	39
Arctic Thunder	Midway	*	50	Evil Twin	Ubi Soft	**	52
Armored Core 2	Agelec	***	39	Extermination	Sony CEA	***	48
Armored Core 2: Another Age	Agelec	****	48	Extreme G III	Acclaim	****	50
Army Men: Air Attack	3DO	***	44	F1 2001	EA Sports	*****	52
Army Men: Green Rogue	3DO	**	45	F1 Championship	Ubi Soft	****	43
Army Men RTS	3DO	****	56	F1 Championship Season 2000	EA Sports	***	41
Army Men: Sarge's Heroes 2	3DO	***	45	Fantavision	Sony CEA	****	40
ATV Offroad Fury	Sony CEA	****	42	Fatal Frame	Tecmo	****	55
Baldur's Gate: Dark Alliance	Interplay	****	52	FIFA 2001 Major League Soccer	EA Sports	****	39
Barbarian	Titus	**	57	FIFA 2002	EA Sports	****	51
Bass Strike Virtual Fishing Tournament	THQ	**	51	Final Fantasy X	Square EA	*****	59
Batman: Vengeance	Ubi Soft	***	51	AI Behd Language			
Blood Omen 2	Eidos	****	57	Final Fantasy X combines the fun of role-playing with the thrill of foreign-language class with the AI Behd Primer mangame. Rikku's race of desert-dwelling people speaks a language called AI Behd. Tidus can't understand a word of it at first, but by finding 26 books peppered throughout Spira, he can become fluent in the exotic tongue. Don't you wish it were that easy to understand your French teacher? You'll be able to comprehend what the AI Behd are talking about, plus you'll be able to decipher some ancient writings.			
Bloody Roar 3	Activision	****	47	Primer I. On the deck of the AI Behd salvage ship that rescues Tidus			
The Bouncer	Square EA	***	42	Primer II. Besaid Village, Crusaders' headquarters			
Burnout	Acclaim	****	52	Primer III. Transport ship from Besaid to Kilika, power room			
Capcom vs. SNK 2	Capcom	****	51	Primer IV. Kilika Bar			
CART Fury	Midway	*	47	Primer V. Transport ship from Kilika to Luca, control room			
Casper: Spirit Dimensions	TDK Mediative	**	50	Primer VI. Luca Stadium, Underground floor B			
City Crisis	Take 2	***	48	Primer VII. Luca Viewing Room, on the counter			
Cool Boarders 2001	Sony CEA	***	46	Primer VIII. Mi'ihen Road, a gift from Rin			
Crash Bandicoot: The Wrath of Cortex	Universal	****	51	Primer IX. Mi'ihen Road, New Road North			
Crash Taxi	Acclaim	****	46	Primer X. Mushroom Rock Road, Cliff area			
Dark Angel: Vampire Apocalypse	Metro3D	**	49	Primer XI. Moonflow, North Shore			
Dark Cloud	Sony CEA	****	52	Primer XII. Guadosalam, in a room on the far left			
Dark Summit	THQ	****	52	Primer XIV. Thunder Plains, a gift from Rin			
Dave Mirra Freestyle BMX 2	Acclaim	****	50	Primer XV. Macalania Forest, on the road to the lake			
Dead or Alive 2: Hardcore	Tecmo	****	59	Primer XVI. Macalania Lake, in front of the inn			
Deus Ex: The Conspiracy	Eidos	****	56	Primer XVII. Sanubia Desert, central portion, left side			
Devil May Cry	Capcom	****	50	Primer XVIII. Sanubia Desert, central portion, right side			
Donald Duck: Goin' Quackers	Ubi Soft	****	42	Primer XIX. AI Behd city of Home			
Downturn	Titus	**	57	Primer XX. AI Behd city of Home, residential area			
Dragon Rage	3DO	**	54	Primer XXI. AI Behd city of Home, road area			
Drakan: The Ancients' Gates	Sony CEA	***	53	Primer XXII. Bevelde Temple, Monk's Road			
Driven	Bam!	*	52	Primer XXIII. Calm Lands, Northwest area			
Driving Emotion Type-S	Square EA	***	41	Primer XXIV. Renmin Temple			
Dropship	Bam!	****	57	Primer XXV. Cave under the Mountain			
Dynasty Warriors 2	Koei	****	38	Primer XXVI. Omega Ruins			
Dynasty Warriors 3	Koei	****	52	As you collect the primers, the letters of the AI Behd language that you know will appear as red text, giving hints to what's being said. If you gather all 26, Rin will give you a bunch of Reverse Keys, Items that add Double AP to a weapon. You can also use transfer collected primers from another save game via the Combine Spheres located at Inns.			
Ecco the Dolphin: Defender of the Future	Acclaim	***	56				
Ephemeral Fantasia	Konami	**	49				
Escape From Monkey Island	LucasArts	*****	46				

Game	Publisher	Score	Issue
Forever Kingdom	Agetec	●●	53
Formula One 2001	Sony CEA	●●●	50
Frequency	Sony CEA	●●●●	52
Frogger: The Great Quest	Konami	●●	53
Fun Fighters: Viggo's Revenge	Acclaim	●●●●	46
Gadget Racers	Conspiracy	●●●●	50
Gallon Racer	Tecmo	●●	48
Gunfight: Dark Legacy	Midway	●●●●	46
Giants: Citizen Kabuto	Interplay	●●●	51
Gitaro: Elemental	Koel	●●●●	53
Godo: Mental Force	3DO	●●	54
Gradus III and II	Konami	●●●	39

Grand Theft Auto III Rockstar ●●●● 52
We bring you this trick from reader and GT3 expert John Damiani (john_damiani@hotmail.com) of Toronto, ON.

If you would like to break the 1,000-mph barrier, here's my setup:
Vires: Racing Super Soft F&R Suspension: Spring Rate: 4.0 F&R
Ride Height: 75 F&R Shock Bump/Rebound: L7 all around
Camber/Toe Angles: All at 0

Stabilizers: L3 F&R Brakes Brake Balance: L1 F&R Drivetrain:
Limited Slip: Initial at 5/5; Accel at 60/60; Decel at 5/5 Gear Ratios:
Bring the auto setting to 48, then bring the final gear to 2.785, finally, set the individual gears as far to the left as possible. You should be left with: 1st 4.604, 2nd 2.888, 3rd 2.014, 4th 1.485, 5th 1.157, 6th 0.875, 7th --- FIN 2.798 Other: Downforce - 0.38 front/1.06 rear, ASW/CS: 0, VCD: 10% NOTE: Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

Arms Shortage	Rockstar	●●●●	52
Tearing up the Arms Shortage mission is no easy task. And defending that one-armed bandit named Phil can cause some serious problems. It could keep you up all night. Here's the deal: Machowski's arm-challenged buddy Phil needs help defending his fort against a crowd of Columbian gangsters. To beat him, you'll need to get the Bazooka that you see in the cinema clip where Phil chats with you. But there's no way to get it, right? Wrong. As soon as you talk to Phil, go to the cardboard boxes near the dumpster (ahead) and to the left of where Phil's standing. Then climb those and get onto the wall. After that, walk along and jump onto the dumpster where the bazooka is. Blast away at the oncoming cars and be ready to kill the stragglers.			
Grandia II	Uni Soft	●●●●	53
Gully Gear X	Majesco/Sammy	●●●●	51
Gungnir Blaze	Working Designs	●●●●	39
Half-Life	Sierra	●●●●	51
Harvest Moon:			
Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herby Gardy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●●	46
High Heat MLB 2002	300	●●●●	44
High Heat MLB 2003	300	●●●●	55
Hot Shots Golf 3	Sony CEA	●●●	55
Ico	Sony CEA	●●●●	50
Jake Cocoon 2	Uni Soft	●●●	53
Jak and Daxter:			
The Precursor Legend	Sony CEA	●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath			
Supercross World	Acclaim	●	53
Jonny Moseley Mad Mix	3DO	●●	54
Kengo: Master of Bushido	Cave	●●●	42
Kassen	EA Games	●●●	39
Kassen II	Koel	●●●	51
Kineofa	Sony CEA	●●●●	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatic's Veil	EA Games	●●●●	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55

Sensitivity training
Sure it's a minor thing, but you can adjust the thumbstick sensitivity in the Pause menu. Experiment with it. You might like it.

Game	Publisher	Score	Issue
Point Thrift			
When you're building up your boxer, it's really tempting to spend all of your juice on the rating to get it to 100. But the closer it gets to that level, the more it costs. So consider a well-rounded boxer instead.			
Speed kills			
When creating a boxer or sizing up an opponent, make sure to pay attention to speed. Remember: Speed kills.			
Le Mans 24 Hours	Infogrames	●●●	48
The Legend of Alon D'ar	Uni Soft	●●	54
Legends of Wrestling	Acclaim	●●●	53
Logo Racers 2	Lego Media	●●	51
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●	38
Madden NFL 2002	EA Sports	●●●●	48
Max Payne	Rockstar	●●●●	53

Max Payne is a slow-motion blur through the rough-and-tumble underworld of New York City. We imagine you're not usually part of that world and could use a little help.

Choose any level
Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get pickup, because you can choose whatever level you want to play. All weapons and full ammunition
Skip Start to pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Invincibility
Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

Maximo: Ghosts to Glory	Capcom	●●●	54
MDK2 Armageddon	Interplay	●●●	45
Metal Gear Solid 2	Konami	●●●●	51
Midnight Club	Rockstar	●●●	39
Minister Mosquito	Eidos/Fresh	●●●	56
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zenith Front	Bandai	●●●	54
Monsters Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●	55
Moto GP	Namco	●●●	39
Moto GP2	Namco	●●●●	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●●	52
Risky Rick Michael	THQ	●●●	47
NX Rider	Infogrames	●●●	52
Natsume Museum	Namco	●●●	53
NASCAR 2001	EA Sports	●●●	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●	51
NBA 2K2	Sega Sports	●●●●	53
NBA Hoops	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●●	51
NBA ShootOut 2001	Sony CEA	●●●	44
NBA Street	EA Sports Big	●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●●	52
NCAA Football 2002	EA Sports	●●●●	48
NCAA GameBreaker 2001	Sony CEA	●●	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●	52
NFL Blitz 2002	Midway	●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●●	53
NFL Quarterback Club 2001	Acclaim	●●●	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●	50
NHL FaceOff 2001	Sony CEA	●●●	43
NHL Hitz 2002	Midway	●●●	51
No One Lives Forever	Sierra	●●●	56
Okage: Shadow King	Sony CEA	●●●	51

SUMMER GAMING

Gary's Pick: PIRATES: LEGEND OF BLACK KAT

So there I was, lounging around in my silk boxers on a hot, lazy Sunday, when I busted out *Pirates* just for kicks. Now, I wasn't expecting much, so I was more than pleasantly surprised to find a breezy action/adventure romp with a keen sense of humor and a nifty ship-battle component. The game's far from perfect, but it's definitely good, clean summertime fun.

A Treasure Trove of Tricks

During gameplay, hold R1 + R2 and press the following button combinations. Note that L3 and R3 refer to pushing down on the analog sticks.

More Gold

Triangle, R3, L1, Square, X, R3, Select, L3, Circle, L2.

Crazy Voices

R3, Circle, Select, X, R3, Triangle, L1, Square, L2, L3.

Wind Dancer Galleon Upgrade

L2, Triangle, R3, L3, X, Square, R3, Select, L1, Circle. Note: When you go to another map, the Galleon will be available.

Unlimited Wind Boost

Select, L1, R3, Square, L3, Circle, L2, Triangle, X, L3.

Next Sword

R3, Select, L2, L3, Square, X, L1, Circle, L3, Triangle.

Show All Treasure Chests

R3, X, Triangle, L3, Circle, L1, Select, L3, Square, L2.

Wind Dancer Invulnerable

Select, Triangle, L1, X, R3, L2, Square, R3, Circle, L3.

Get All Treasure Chest Keys

Circle, Select, X, Square, R3, L1, L3, L2, Triangle, L3.

Unlimited Items on Pick Up

Triangle, L1, Select, L2, R3, L3, Select, X, R3, Circle.

Katarina Invincible

X, Circle, L3, Triangle, R3, Select, R3, L1, L2, Square.



Behold the Galleon



Now that's a knife!

Sam's Pick: WIPEOUT FUSION

There aren't many games I won't play this summer, but two I can't turn away from are *Medal of Honor: Frontline* and *WipeOut Fusion*. Since there's a *Frontline* strategy later on, I deliver some *Fusion* goodness.

Animal Ships

Go to the Extras section, then the cheat menu and enter: Triangle, Circle, Circle, Triangle, X.

Inside the Gallery

As you hurry through the game, you'll unlock images in the Gallery mode. Some of the more advanced pics will have codes etched into the top-left corner. So watch for them.

Shield me

For infinite shield, go to the Extras, the cheat menu, then type in: Triangle, Triangle, Square, Square, Square.

Never-ending weapons

Go to the cheat menu and type in: Triangle, Circle, X, Circle, Square.

Going retro

Go to cheats and enter: X, Circle, Triangle, Square, X.

Superfast, superbad

Go to cheats and enter: Square, X, X, X, Triangle.

Unlock it all!

Go to cheats and type in: X, Triangle, Circle, Triangle, Circle.



Wipeout Fusion



SPIDER-MAN: BONUS TIPS

Maximize your bonus points and unlock cool stuff!



Ride the Glider Three Times

Scoring bonus points in *Spider-Man* can unlock some cool stuff—and give you the satisfaction of truly mastering the game. Of course, you only earn the most points by playing as the Hero or Super Hero difficulty levels. Ready to earn the most possible? Here are some tips.

THE BASICS

Most levels have a few common categories for which bonus points are awarded similarly. The **Level Completion** category is self-explanatory. **Perfect** means just that—beat the level without getting hit. Also, earn **Style** points by varying up your attacks.

Search for Justice

Combat: Beat up 15 thugs.
Secret: Atop the tall building with black windows to the northwest of your starting point, you'll find a damsel in distress. Beat up the thugs, talk to her, then travel due north until you find the sign for Latvania (a reference to Dr. Doom's country, for you comics fans). Find her missing purse atop the Latvania building, then return it to the woman, and you've earned the points.

Warehouse Hunt

Stealth: Stay undetected (mainly by keeping on the ceiling) until the cutscene in which you reveal yourself.

Secret: Look for a stack of crates to the left in the second hallway you traverse. There's an opening to the upper left.

Birth of a Hero

Time: Finish in 900 seconds (Easy), 500 seconds (Normal), 300 seconds (Hero/SH).
Secret: Stay on the ceiling as you exit the first ventilation shaft and go unnoticed until you enter the door next to the steam room.

OsCorp's Gambit

Combat: Destroy five Hunter Killers (H/SH).

The Subway Station

Time: 120 secs.

Chase Through the Sewers

Time: 800 secs. (E), 400 (N), 400 (H/SH).

Secret: Enter the room that opens up once you stop the water coming out of the pipe. To get in, flip the switch in the area accessed through the pipe, high to the left.

Combat: Defeat 30 thugs (E), 40 (H/SH).

Showdown With Shocker

Time: 500 secs. (E), 250 (N), 120 (H/SH).

Secret: When you move the train and enter the area with rushing water, zipline to the floating gold Spider icon before it gets away.

Vulture's Lair

Time: 240 secs.

Vulture Escapes

Time: 300 secs.

Vulture Proximity: Stay within 30m of Vulture for four seconds.

Air Duel With Vulture

Time: 120 secs.

Corralled

Secret: Find the combo power-up in the ramp between level 2 and level 3.

Protected Scorpion: Complete level with Scorpion's health at 50% or better.

Scorpion's Rampage

No Pick-Ups: You can pick up the special move, but everything else is off-limits.

Coup d'Etat

Time: 480 secs. (E), 350 (N), 270 (H/SH).

The Offer

Time: 400 secs.

Ride Goblin: Hop aboard the glider three times or more. Do this as you would land on the head of anyone else—hold X as you



Destroy 75 Razorbats

Descend from above.

Race Against Time

Time: 210 secs. (N), 170 (H/SH).

The Razor's Edge

Razorbats Destroyed: Beat 75 of them.
Health Bonus: Finish with 37% health left (E), 60% (N), 75% (H/SH).

Pick-Ups: No more than 2 (E), no more than 1 (N), no more than 5 (H/SH).

Breaking and Entering

Time: 480 secs. (E), 360 (N), 240 (H/SH).

Secret: Open and enter far-left elevator.
Stealth: Never activate alarm. This doesn't mean you can't beat up guards, though—you're fine if they don't make it to the alarm.

Chemical Chaos

Time: 400 secs.

OsCorp's Ultimate Weapon

Time: 400 secs.

Escape From OsCorp

Outnumbered!

What to do when Spider-Man's surrounded by buddies



Attack From Above



Throw Objects



Use Webdomes

At certain parts of the game, you'll face relentless opposition from everywhere. Though your first reaction might be to simply duke it out, you might find yourself getting pummeled from behind—and your health depleting rapidly. Here are a few effective ways to hold your ground.

1) Use a web dome. It's a silly name for a cool device, and it takes out a good chunk of your web supply, but if you have enough, this'll clear out the malcontent rather quickly—at least for a couple seconds.

2) Control the top. While some corridors are more attractive than others, certain ones can basically clear out anyone in the vicinity. A few favorites: Tackle, Handspring and Haymaker.

3) If the ceiling is high, hang out on top and yank away at enemies (L2 + X) until they bite it. It takes awhile and you won't get much in terms of Style points, but it sure is effective.

4) Again, in rooms with high ceilings (the Warehouse is a prime example), it's a good idea to crawl along the ceiling until you see throwable objects below you. Fall straight down and toss away!



Micro M.J. Kicks Ass!

Supersoldiers Killed: Destroy at least 10

Mary Jane Kidnapped

None, other than Level Completion and Perfect

Face-Off at Bridge

No bonus

WHAT'S THE PAYOFF?

10,000 points: Pinhead Bowling
20,000 points: Bonus Vulture Movie
30,000 points: Bonus Shocker Movie
50,000 points: Unlimited Webbing

MORE UNLOCKABLES

Keep in mind that the harder your difficulty the cooler the unlockables get—and you'll unlock the rewards for the lesser settings, too. **Easy:** Play as Peter Parker or Wrestling Spider-Man.

Normal: Play the game using the movie costume designed by Alex Ross.

Hero: Play through any level as Green Goblin as the Green Goblin!

Want an easy way to unlock all of these? Simply save the game after beating the first level on Hero, then enter the cheat code [M]-ARMAS (Sam Raimi) backward to unlock all the levels. Then access the "Conclusion" level via Level Warp.



Play as the Green Goblin

BUT WAIT! THERE'S MORE!

You can unlock tons of cool stuff by entering cheat codes. (You can even forgo the need to score points if you're lazy.) Try these:

Play as Shocker: HERMANSCULTZ

Play as Scientist: SERUKI

Play as Thug: KNUCKLES

Play as Spike: STICKWIDE

Play as Shocker Thug: THUGSRUS

Play as Helicopter Cop: CAPTAINSTACEY

Play as Old Supersoldier: FREAKOUT

Play as Cop: REALHERO

Play as Mary Jane: GIRLNEXTDOOR

Unlimited Webbing: ORGANICWEBBING

All Combos Available: KOALA

All Levels Available: [M]ARMAS

Bullet Time Mode: DODGETHIS

Big Head Thugs: JELSPENANTS

Micro Spidey: SPIDERBYTE

Big Head and Feet: GOSTOYOURHEAD

First Person Mode: UNBERTHEMASK

Unlock Everything: ARACHNID

Game	Publisher	Score	Issue
Oni	Rockstar	44	43
Onimusha: Warlords	Capcom	4444	43
Orphen: Scion of Sorcery	Activision	4444	39
Pac-Man World 2	Namco	4444	54
Papapapa the Rapper 2	Sony CEA	4444	53
Paris-Dakar Rally	Acclaim	4444	53
Pirates: The Legend of Black Kat	EA Games	4444	56
Portal Runner	3DO	4444	50
Project Eden	Eidos	4444	52
Q-Ball Billiards Master	Take 2	4444	40
Quake III Revolution	EA Games	4444	44
Rayman 2 Revolution	Ubisoft	4444	41
Rayman Arena	Ubisoft	4444	57
RC Revenge Pro	Acclaim	4444	41
Ready 2 Rumble Boxing Round 2	Midway	4444	40
Real Pool	Infogrames	4444	40
Red Card Soccer 20-03	Midway	4444	57
Red Faction	THQ	4444	46
Resident Evil—Code: Veronica X	Capcom	4444	48
Rez	Sega	4444	53
Ridge Racer V	Namco	4444	38
Ring of Red	Konami	4444	43
Rugby	EA Sports	4444	48
Rumble Racing	EA Games	4444	45
Run: Viking Warlord	Take 2	4444	48
Salt Lake 2002	Eidos	4444	55
Savage Skies	Bam!	4444	56
Shadow Hearts	Midway	4444	52
Shadow of Destiny	Konami	4444	43
Shadowman: Second Coming	Acclaim	4444	57

Pro Snowboarder	Activision	4444	52
Silent Hill 2	Konami	4444	50
Silent Scope	Konami	4444	39
Silent Scope 2	Konami	4444	49
Silphed: The Lost Planet	Working Designs	4444	40
The Simpsons Road Rage	EA Games	4444	52
Sky Odyssey	Activision	4444	40
Sled Storm	EA Big	4444	55
Smash Court Tennis	Nintendo	4444	56
Pro Tournament	Nintendo	4444	56
Smuggler's Run	Rockstar	4444	39
Smuggler's Run 2	Rockstar	4444	52
Hostile Territory	Rockstar	4444	52
Soccer America:			
International Cup	Holt-R	4444	48
Soldier of Fortune	Majesco	4444	52
Soul Reaver 2	Eidos	4444	52
Spider-Man	Activision	4444	57
Splashdown	Infogrames	4444	52
Spy Hunter	Midway	4444	50
SSX	EA Sports BIG	4444	38
SSX Tricky	EA Sports BIG	4444	52
Star Trek Voyager: Elite Force	Majesco	4444	53
Star Wars: Episode I—			
Super Bombad Racing	LucasArts	4444	45
Star Wars: Jedi Starfighter	LucasArts	4444	56
Star Wars: Racer Revenge	LucasArts	4444	55
Star Wars: Starfighter	LucasArts	4444	43

4. State of Emergency

Winning the Secret Missions

We guarantee that the escort missions in Revolution mode will have you tearing your hair out, but there are a few things you can do to make life easier for yourself.

1. The clear out

Clear away as many guards as you can on the way to picking up your new pal. Although the bad guys respawn, locking the snout out of guys on the way toward your charge will give you enough time to go in, pick him up, and get away before they regroup.

2. The 100-meter dash

Use your sprint to get ahead and take out any guards you see. Again, this strategy will get your progress because your friend won't have to engage in any combat.

3. The 'ol clunk and stomp

Choking someone with a blunt object (using the square button) makes him fall over immediately, and gives you time to walk over and



REPLAY FORUM

GTAS: PATRIOT

PLAYGROUND AND MR. WHOOPEE

I have completed the "Patriot Playground" Humvee mission. The trick is to start behind Salvatore's house on the road leading to the light-house. However, you must drive forward down the road and reverse back up or else you will run out of time before



you can get to your next checkpoint. My personal best is 216 seconds. But I'm working on beating that time.

One question, though: What kind of car or vehicle is the "Mr. Whoopie" and the Flatbed? And where do I find them?

Allan Proffitt
budman45233
@yahoo.com

Mr. Whoopie is the ice-cream truck, and the flatbed is, well, a big truck with a flat bed. To find either of these hard-to-find rides (or any sparse cars), start a vigilante or fire truck mission and they'll show up. But make sure you're careful. They're not going to flood the streets when they appear.

REZ, REZ-TASTIC?

I have a strategy for Rez. Here it goes:

1. Hold down X.

Move your cursor

around. Let go of X.

2. Repeat step one

until you win.

DragonLance2@aol.com

FFX: DEAD WRONG

I wanted to point

out that your

Yunalesca strategy

is a bit flawed.

Using the Aeon

Overdrive Assault,

and Holy is a good

Game	Publisher	Score	Issue
------	-----------	-------	-------

stomp the rest of the health out of him. An object like a bench also gives you something big enough to take out a crowd of guards all at once, which works wonders.

Street Fighter EX 3	Capcom	4444	39
Stretch Panic	Conspiracy	4444	47
Summoner	THQ	4444	39
Sunny Garcia Surfing	Ubisoft	4444	51
Super Bust-A-Move	Acclaim	4444	41
Supercar Street Challenge	Activision	4444	52
Surfing H30	Rockstar	4444	40
Swing Away Golf	EA Games	4444	38
Tarzan Untamed	Ubisoft	4444	52
Tekken Tag Tournament	Namco	4444	39
Test Drive Off-Road: Wide Open	Infogrames	4444	48
Tetris Worlds	THQ	4444	57
Theme Park Roller Coaster	EA Games	4444	41

Thunderstrike:			
Operation Phoenix	Eidos	4444	52
Tiger Woods PGA Tour 2001	EA Sports	4444	44
Tiger Woods PGA Tour 2002	EA Sports	4444	56

4. Tiger Woods PGA Tour 2002

Code central

Enter these codes for some sweet gifts:

2TREPUS013 "Super" Tiger Woods

DVAGEO4E Notan Begay III

GIVETUP: Unlock all courses

ALLORNOTHING: Unlock everything

These guys aren't par for the course

To unlock Justin Leonard, Solita Lopez and Melvin "Yosh" Tanigawa,

enter these codes:

Justin Leonard: RDRANDAE130

Solita Lopez: GZEPOLIR

Melvin "Yosh" Tanigawa: WAWAGIAN071

Birdie Buster trophy ball

Shoot over 12 consecutive birdies during the Tiger Challenge.

Birdie Struck trophy ball

Shoot six consecutive birdies during the Tiger Challenge.

Time Crisis 2

Namco 4444 49

TimeSplitters

Eidos 4444 39

Tokyo Xtreme Racer Zero

Crave 4444 45

Tony Hawk's Pro Skater 3

Activision 4444 51

Tom Angler

Xicat 4444 57

Top Gear Drive Devil

Kemco 4444 41

 Top Gun: Combat Zones | Titus | 4444 | 50 || Transworld Surf | Infogrames | 4444 | 57 |

4. Triple Play 2002

EA Sports 4444 56

We'd like to put a little strategy in here, as is the Replay Forum, but we hate this game. So you've got tips on hitting home runs (besides blindly swinging the bat, which seems to work) or striking guys out (fat chance), e-mail us: TriplePlay2002@yahoo.com. We'll print them next month and put your name in the magazine next to your tip.

Triple Play Baseball

EA Sports 4444 45

Tygaunt: Altruement

Attea 4444 53

Twisted Metal: Black

Sledge 4444 47

Union

Tecmo 4444 44

Unreal Tournament

Infogrames 4444 40

Vampire Night

Empire 4444 52

Victorious Boxers

Empire 4444 51

Virtua Fighter 4

Sega 4444 53

Being on the offensive

A strong offense is better than a good defense. Don't back down unless you really, really have to.

Pressure your opponents into walls, corners or edges of rings to limit their options. Characters with fast attacks, like Lau, can annihilate an opponent using the wall to hold an opponent in place.

Do not hesitate to ring out your opponents. It may seem like a cheap victory, but it is a victory.

An opponent who stays on the ground for more than a second after falling is just begging for a ground beating using the pound.

Use the up and punch or your character's unique standing ground attack whenever possible. However, pounce only if it's a guaranteed hit. Otherwise, you'll take more damage than you dish because of the recovery delay from the move.

Learn your character's airtime move or moves to start off inescapable juggling combos. With relatively little practice, you can juggle someone





REPLAY

MEDAL OF HONOR: FRONTLINE

War is hell, and so is dying right before a mission concludes. We tip you off on how to win



Grenades are great

Stay low, soldier!

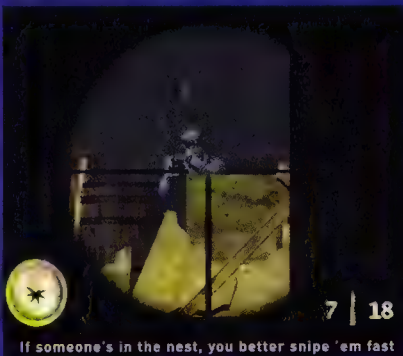
You've gotta crawl before you can walk, and *Frontline* proves it over and over. If you're in a hurry to get somewhere, don't be. Rarely will you need to rush through a mission, so get used to the idea of taking your time. If you're out in the open (like in Omaha), then run to spots. But on most levels, you're going to be a tougher target if you're on your belly.

Reload every chance you get

If you've got a moment to breathe, you've got a moment to reload your gun. If you don't, you're going to find out that you've got two bullets in your pistol and four Krauts to kill.

Grenade first, think second

If you're turning a corner and you hear footsteps, pull out a grenade and let it do the recon for you. But don't just throw it. If you do that, they'll throw it back and light you up like a firecracker. The key is to pull the pin, then throw it. The longer you hold onto it, though, the more chance you'll lose that right hand.



If someone's in the nest, you better snipe 'em fast

Machine-gun bunkers

You only have to be told once to clear the machine-gun bunkers. Those guns are lively and spray about 1000 bullets a minute. The key is to pull out a sniper rifle, get low and far away, and take out whoever is manning the bunker.

Expect others to man the bunkers right away. Fix on the bunker, then wait a second before you start your heroic charge.

Melee every day

When you've forgotten to reload, or when there's just no time, pressing R3 is a sure-fire lifesaver (if you hit the guy. In the later levels, clobbering some turd with the ass end of your gun is

going to be much tougher. But if you get him, make sure he doesn't get up. You'll have enough time to reload and brain the guy.

Check objectives, private!

This is going to sound like lousy advice. The kind of advice that you're going to hate hearing, but check your objectives list once in awhile. A stitch in time, etc.

Also, don't hesitate to press Select for tips. It's like a little war angel whispering in your ear. And that war angel gives some seriously helpful advice.

Crates

Blowing up crates seems like a waste of ammo. But you should blow them up for two reasons:



Big things, small crates



Sniping with a handgun

First, there might be goods you can make use of. Second, it means that the Germans won't have anything to hide behind.

Sniping with the pistol

A trick for the patient:

You've locked onto your target from a distance with your sniper rifle, but you're low on bullets. Here's a trick that could keep you heavy on sniper rounds and low on worthless pistol candy.

Once you've lined up the snout with the sniper rifle, switch to your pistol. Your site will remain lined up and you can fire off a series of rounds. Sometimes it'll take down the man, sometimes it won't. If you reload, you'll have to readjust your sites.

Sweet medicine

What's better? Being barely injured and soaking up the health power-ups like a bottle of whiskey, or saving the health until you're standing on your last bullet-beaten leg? You see our point, right?

Remember where the stuff is and go back for it. There's no

shame in back-tracking, particularly since you'll have cleaned out most of the areas, so it'll be completely safe.

Also, the canteens give about half an inch on your meter (as will the bread), the green medical briefcases are a little over a quarter of your meter, and the health backpacks will fill you up more than halfway. So keep that in mind, too.

Climbing ladders

This should be much easier than it is, but it's not. So you'll have to deal with it. Falling to your death during the bridge level, when you know exactly what you mean to do, is the worst.

The trick? You can push up to go up with your left analog stick, when your right analog stick has you facing up. Otherwise, there are other variations, but don't even deal with those unless you're in a panic.

Alternately, even if you're crawling, you can get on a ladder. Which is bad news. When you get close to one, be careful not to get your grapes split by a sneaky Nazi.

Mission #1: D-Day

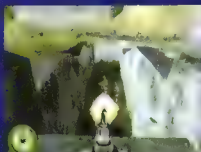
The first mission isn't tough, but because it's so damn easy, it causes some serious problems. Here are two missions we thought you could use help on.

Objective #2: Rescue Four Pinned Down Squad Members

1. Straight ahead from the Captain the first guy is hauled up in a ditch.
2. After you've freed the bunker-dweller, head to the far left that's nearest the bunkers. That soldier will need your sharpshooting. Stay low.
3. Next, skim along the shoreline and wait for a guy to wave you over. If you're looking straight at the bunkers, he's nearer to the right.
4. See the medic tending to the wounded? Up and to the right is pinned-guy number four.

Objective #7: Destroy MG Nests on Ridge

Screw the nests. First thing you want to do is take care of Obj. #8, which is to kill the soldiers in the trench. Do this with the machine gun you're manning, not with your Garand.



Kill the trench guys first



Blow up the nests next

Mission #2: Into the Breach

Objective #1: Clear Machine Gun Bunker

Once the bunker is cleared, man the machine gun and obliterate the Krauts coming down the tunnel. They may look like GIs from a distance, but they're Nazis through and through.

Objective #3: Find Smoke Grenades

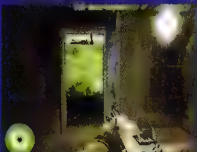
Picking up the grenades is the easy part. The hard part is taking out those guys behind the tables. Our advice: Charge! With guns blazing and your finger on the melee button just in case.

Objective #5: Mark Gun Deck with Smoke Grenade

Once you've cleared the gun deck, you have to wait until the other deck is "cleared." Once it is, a plane comes in to whitewash it with bombs. Go to the center of the deck you're on and press the Action button. Once you do, get out of the bunker in a very quick hurry, or you'll be part of the explosion. Run out of the door you came in, veer to the left, and head out of the metal door that's now opened. After that, the deck will stop existing and you'll be home free.



Those are Germans, guy



Exit through this door

Virtua Fighter 4 cont.

three times without much trouble. With a character like Kage, this is devastating.

- Intentionally winning by running away and waiting for the clock to tick away is a cheap way of winning. Only real wussies use this kind of tactic.
- Uses throws as often as possible. The worst thing that can happen to your opponent negates it, so you can follow up with quick punches or a low sweep if you're savvy.

War Jetz	300	***	48
Warriors of Might & Magic	300	***	44
Wave Rally	Eidos	***	53
Wild Wild Racing	Interplay	***	39
Winback	Koei	****	43
Wipeout Fusion	Bam!	****	57
Wizardry: Tale of the Forsaken Land	Attus	***	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	***	57
World Destruction League: Thunder Tanks	3DO	***	42
World of Outlaws: Sprint Cars	Infogrames	****	55
World Tour Soccer 2001	Sony CEA	****	53
WRC: World Rally Championship	Bam!	****	57
WTA Tour Tennis	Konami	***	57
WWF SmackDown! Just Bring It	THQ	****	52
X Squad	EA Games	***	58
Yanya Caballista: City Skater	Koei	****	49
Z.O.E. Zone of the Enders	Konami	****	44

PSONE TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	***	41
3Xtreme	989 Studio	***	21
40 Winks	GT Interactive	****	28
102 Dalmatians: Puppies to the Rescue	Eidos	****	41
Abalix	Sony CEA	***	15
Ace Combat 2	Namco	****	41
Ace Combat 3: Electrosphere	Namco	****	31
Action Bass	Take 2	***	37
Action Man: Operation Extreme	Hasbro	****	41
Akuli the Heartless	Crystal Dynamics	***	18
Aladdin in Nasira's Revenge	Sony CEA	***	45
Alexi Latas	Rockstar	***	23
International Soccer	Fox Interactive	***	38
All-Star Slammin' D-ball	AgeTec	***	56
Alone in the Dark: The New Nightmare	Infogrames	****	47
Alundra	Working Designs	****	4
Alundra 2	Activision	***	32
Animalians: Ten Pin Alley	ASC	***	17
Animorphs: Shattered Reality	Infogrames	***	37
Apocalypse	Sony CEA	****	22
Apocalypse	Activision	***	16
Arc the Lad Collection	Working Designs	****	52
Arche Party Pak	Midway	****	28
Arche's Greatest Hits:			
Atari Collection 2	Midway	***	7
Midway Collection 2	Midway	***	4
Armored Core	Sony CEA	****	3
Armored Core: Master of Arena	AgeTec	***	31
Armored Core: Project S.W.A.R.M.	Accolite	***	35
Army Men: Air Attack	3DO	***	20
Army Men: Air Attack 2	3DO	****	27
Army Men: Team Assault	3DO	n/a	n/a
Conquering Level Uno			
Once you've dropped into the campaign, run up to the guard and give him the ol' knife. Then go to where your teammate is and shoot those fat barrels. That's where you'll score an M-16 and three grenades. Now you have the choice to go left or right from here, and this is where this tip gets interesting. We give both ways and how to get past them. Now get to it, soldier!			
Lifty Loopy			
Heading this route means you have to take cover. Leave your mth			

at the sign, because you'll need his help later. Run to the log and hit the dirt. Guards will eventually catch on only you'll run up to you. Shoot them. There will be one behind a tent and another at the back of the camp. Once you've rampaged everyone, go back to where you began to find a small trail. Follow that trail until you get to a sign that speaks of mines. Blast the barrel and nab the Mine Sweeper, then use it to avoid the mines. There will be a guard to the far left. Shoot him and go for cover. Wait until your team member approaches (he'll come from the left), then you're set.

Rough Tally
 Going right? What are you thinking? Just kidding. It's actually the easier option. Here's the deal: Be careful. There will be a guard at the small tent to the right. Once you've disposed of him, run until you get to a jeep. It'll be packing a .50 caliber machine gun. Sweet. You'll be reunited with your mate now, too. Have one teammate blow the barrels to get a Repair Kit. But make sure you choose the correct men for the Repair Kit. Otherwise, you won't get the jeep. Once you've got the Repair Kit, repair the jeep. Then move your two men near the jeep. You can now ride to the end of the level. Once you see the bridge, both of your teammates will have to cross it and the level.

Army Men: Green Rooster	3DO	***	47
Army Men: Sarge's Heroes	3DO	***	32
Army Men: Sarge's Heroes 2	3DO	***	40
Army Men: World War	3DO	***	34
Army Men World War: Final Front	3DO	***	45
Army Men World War: Land, Sea, Air	3DO	***	39
Arthur! Ready to Race Assault	The Learning Co.	***	42
Assault	Midway	***	15
Atari Anniversary Edition Redux	Activision	***	16

Atari Anniversary Edition Redux	Infogrames	***	53
Atari's The Last Empire	SCA	****	48
ATV: Quad Power Racing	Accolite	***	39
Auto Destruct	Electronic Arts	***	6
Azure Dreams	Accolite	***	10
Backstreet Billiards	Konami	****	15
Ball Breakers	Take 2	***	36
Ballistic	Infogrames	****	27
Baseball 2000	Interplay	***	21
Bass Landing	AgeTec	***	26
Bass Rise	Bam!	***	28
Batman & Robin	Accolite	***	13
Batman Beyond: Return of the Joker	Ubi Soft	***	39
Batman: Gotham City Racer	Ubi Soft	***	46
Battle Hunter	AgeTec	***	48
Battlefront: Global Assault	3DO	***	31
Beast Wars	Hasbro	***	5
Big Air	Accolite	***	20
Big O' Bass 2	Konami	***	45
Billiards	AgeTec	***	45
Bio F.R.A.K.S.	Midway	***	10
Black Boss with Blue Martin	Hot-B	***	29
Blade	Activision	***	41
Blast Lacrosse	Accolite	***	48
Blast Radius	Peygonis	****	19
Blast Master: Blasting Again	Drave	***	38
Blasta	Sony CEA	***	8
Bluddy Boar	Sony CEA	***	6
Bluddy Roar 2	Sony CEA	***	21
Blues Big Musical	THQ	***	46
Board Games: Top Shop	AgeTec	****	45
Bombberman Fantasy Race	Attus	***	19
Bombberman Party Edition	Vertical	***	38
Bombberman World	Attus	***	13
The Bombing Islands	Kemco	***	47
Boombots	SouthPeak	***	27
Bottom of the 9th '97	Konami	****	1
Bowling	AgeTec	***	43

is bowling making a serious comeback? Really folks. Complete these tasks to get special balls for your Sunday bowl.

SUMMER GAMING

Todd's Pick:
HIGH HEAT BASEBALL 2003

What's better than fun and sun? I'll tell you: spending your summer couped up in front of your television playing *High Heat* with a window, open somewhere in your home. Of course I'm not encouraging more than one three-game series a day, but chances are you'll try to play at least six once you're hooked. Here are some tips on keeping your nerves intact during the dog days of summer.

The Pickoff

Ever notice that the CPU runners are stealing second way more than you'd like them to, and your spaghetti-armed catcher can't seem to do a thing about it? Well, then throw a few pick-off throws to first before you deliver to the plate. But that'll just let the runners know you're onto them. The real key is to vary your delivery time to home plate. If you just pick a pitch and throw, they're going to read that and get awesome jumps. But if you switch up when you throw home, they'll think twice, meaning the double play will stay intact.

Leading off

Every player in the big leagues can get a two-step lead, according to *High Heat*. Fine. So, once the pitcher is nearly set, tap R2 twice in succession. It'll give you the biggest lead you'll need. If you try three steps, even with the speed guys, you're going to end up picked off. So don't.

And the throw home!

There's a player on second and the batter just stroked a hard single to right field. Do you throw home? The answer is always "maybe." When there's a runner in scoring position, know the situation. If you're up by six, throw to second to stall the big inning. But if the runner on second is slow and you're only up a run, why not try for the play at the plate?

Chris' Pick:
Star Wars: Jedi Starfighter

Much as I'd like to, I can't spend every minute of summer returning to the theater to see *Episode II*. So why not actually be a Jedi myself?

Hidden Objectives: A Complete List for Single-Player Mode

- Training 1: Destroy targets quickly, then eliminate Saesee Tiin's shields.
- Training 2: Finish quickly, beat Tiin.
- Training 3: Finish quickly, beat Jinkins.
- Mission 4: Same as Training 3.
- Training 5: Defeat Tiin in a dogfight.
- Mission 1: Destroy unknown ship after the lander appears.
- Mission 2: Keep all enemy ships from landing on the beach.
- Mission 3: Destroy droid starfighters in hangar.
- Mission 4: Destroy tractor beam towers.
- Mission 5: Destroy all enemies.
- Mission 6: Finish in less than nine mins.
- Mission 7: Destroy all freighters.
- Mission 8: Destroy all landers and freighters.
- Mission 9: Destroy all hex deployers.
- Mission 10: Save all tugs.
- Mission 11: Destroy all landers.
- Mission 12: Destroy all turrets.
- Mission 13: Destroy all bunkers.
- Mission 14: Save all transport ships.
- Mission 15: Save all cruisers.





Game Publisher Score Issue

Bowling cont.

E.S.P.

Once you beat the game in Quest mode, you'll be given the Psychic Ball. Not bad for an afternoon's work.

Big ball that's only getting bigger

Once you beat the game in special mode, you'll be given the Big Ball. And isn't that what you wanted the whole time?

Brave Fencer Musashi	Square EA	****	15
Bravo Air Race	THQ	***	1
Breakeout	Hasbro	***	39
Breath of Fire III	Capcom	****	9
Breath of Fire IV	Capcom	****	40
Brigandine	Atlus	****	15
Broken Sword	THQ	****	5
Broken Sword II	Crave	****	27
Brunswick Circuit Pro Bowling	THQ	****	13
Brunswick Circuit Pro Bowling 2	THQ	****	31
Bug Riders	GT Interactive	***	3
Bugs Bunny & Taz: Time Busters	Infogrames	****	41
Bugs Bunny Lost in Time	Infogrames	****	23
Builder's Block	Jaleco	****	35
Bust-A-Move 4	Natsume	***	45
Bushido Blade 2	Square EA	****	14
Bust-A-Move 4	989 Studios	****	16
Bust-A-Move 4	Enix	****	36
Bust-A-Move 99	Natsume	****	17
Buzz Lightyear of Star Command	Acclaim	***	19
C: The Contra Adventure	Activision	****	39
Cassara's Palace 2000	Konami	***	12
Cassara's Palace II	Interplay	***	15
Card Games	Agatec	***	50
Cardinal SYN	Sony CEA	****	9
CART World Series	Sony CEA	****	3
Casper:			
Friends Around the World	Sound Source	***	41
Castlevania Chronicles	Konami	****	50
Castlevania			
Symphony of the Night	Konami	****	2
Castrol Honda Superbike	Electronic Arts	***	21
Centipede	Hasbro	***	22
Championship Bass	EA Sports	****	33
Championship Motocross 2001	THQ	****	41
Featuring Ricky Carmichael			
Championship Motocross	THQ	****	25
Featuring Ricky Carmichael			
Championship Surfer	Mattel	****	41
Chessmaster II	Mindscape	****	23
Chicken Run	Eidos	****	41
Chocobo Racing	Square EA	****	23
Chocobo's Dungeon 2	Square EA	***	29
Chromo Cross	Square EA	****	36
Circuit Breakers	Mindscape	****	12
Civilization II	Activision	****	18
Clock Tower	Asci	****	2
Clock Tower II:			
The Struggle Within	Agatec	***	28
Colin McRae 2.0	Codemasters	****	40
Colin McRae Rally	Sony CEA	****	30
Colony Wars	Pygnosis	****	4
Colony Wars: Red Sun	Pygnosis	****	31
Colony Wars: Vengeance	Pygnosis	****	14
Command & Conquer: Red Alert	Virgin	****	4
Contender	Sony CEA	****	17
Contender 2	Bam!	***	41
Cool Boarders 3	Sony CEA	****	3
Cool Boarders 3	989 Studios	****	14
Cool Boarders 4	989 Studios	****	27
Cool Boarders 2001	Sony CEA	***	39
Countdown Demons	Bandai	***	32
Covert Ops: Nuclear Vampire	Activision	****	34
Crash Bandicoot 2	Sony CEA	****	3
Crash Bandicoot: WARPED	Sony CEA	****	15

REPLAY FORUM

Best from pg. 11 strategy, but there is an easier way to avoid the Mega-Death attack (rather



than using Death proof armor or hoping it will miss.) If you simply keep the Zombie status on all characters at all times, Mega Death will miss every time. In this battle, there really isn't any downside to keeping a Zombie on, unless Yuna loses casts Regen on a character. Either leave Yuna's spell "It or switch that character out."

HIGH HEAT 2003: HIGH CHEAT!

This cheat allows you to access the game editor, so you can set up any specific game situation. To turn on the code, press Start and press Square. Circle, L1, R1, You will hear a chime. Then press all four shoulder buttons (R1, R2, L1, L2) to activate the code.

Dave Langolier
langolier@attbi.com

GTAA: WAITING FOR A FLIGHT

Want to get into the airport in GTAA? Here are four easy steps:

1. Grab your favorite flying vehicle.
2. Take off if you found that the airport runway is the easiest place to take off from.
3. Fly straight into the top of the front building at

Game	Publisher	Score	Issue
Crash Bash	SCEA/Universal	***	39
Crime Killer	Icaraplay	***	12
Critical Depth	GT Interactive	***	3
Croc	Fox Interactive	****	1
Croc 2	Fox Interactive	***	22
Crossroad Crisis	Maetec	***	50
Crusaders of Might & Magic	3DO	***	30
CTR Crash Team Racing	Sony CEA	****	26
Cyber Tiger	EA Sports	****	27
Dance Dance Revolution	Konami	****	42
Dance Dance Revolution			
Disney Mix	Konami	****	49
Dance Dance Revolution: KonamiX	Konami	****	57
Danger Girl	THQ	***	39
Dark Omen	Electronic Arts	***	9
Darkstalkers 3	Capcom	****	16
Darksense	Take 2	****	43
Dave Mirra Freestyle BMX	Acclaim	****	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	***	47
Dead in the Water	ASC	***	17
Dead or Alive	Tecmo	****	8
Deathtrap Dungeon	Eidos	***	9
Deception III: Dark Delusion	Tecmo	****	31
Demolition Racer	Infogrames	****	26
DesTroga	Koel	***	16
Destruction Derby Raw	Midway	****	39
Devil Dice	THQ	****	13
Diablo	Electronic Arts	****	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	***	31
Digimon Digital Card Battle	Bandai	****	48

Digimon Battle Arms

Only the dehard, hardcore, silly Digimoners will need these codes. Go to it, and try 'n unlock characters.

Omnimon: SERIOUS
Gallantmon: KIMJOY
WarGreymon: GRIUOUS
Sakuyamon: KENSAN
ImperialDramon: LUNNON
MegaGargomon: MNKNNV
ImperialDramon Paladin Mode: ROYBOY

Digimon World	Bandai	***	36
Digimon World 2	Bandai	***	46
Digimon World 3	Bandai	***	57
Dino Crisis	Capcom	****	25
Dino Crisis 2	Capcom	****	38
Disney's Dinosaur	Ubisoft	***	36
Donald Duck: Go!n' Quackers	Ubisoft	***	39
Downhill Mountain Bike Racing	Activision	***	27
Dracula: The Last Sanctuary	DreamCatcher	***	56
Dracula: The Resurrection	DreamCatcher	***	48
Dragon Ball GT	Bandai	***	4
Dragon Tales: Dragon Seek	NewKidCo	***	46
Dragon Valor	Namco	***	38
Dragon Warrior VII	Enix	****	51
Dragonseeds	Jaleco	***	15
Driver	GT Interactive	****	24

Driver 2

Man, the GTAA influence is making desperate Pône gamers claw for the next best thing. While plugging away at the deuce, try out these tricks.

Hey, man, you Cuban?

Looking for the secret car in Havana? No problemo, señor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take the exit to the left and follow the curved road until you literally hit a wall. At the one-third point of the street, turn right and you'll find a switch on your right near some trees. Get out of the car and hit the switch. A secret area will open up. Get back into your ride and drive back down the road you were just on. The gate will be open, so break on through to the other side. Drive to the end, take a right, and take a left. When you get all the way down, turn left and then right and then left again. Follow the tunnel to the end to find the secret car on a platform. You'll find the switch to the right of the platform on the wall.



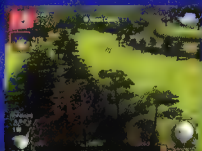
Who is better with invincibility

Start facing the highway, then turn 180 degrees and go the other way. Take the third street on your right and pass the big lake. After the lake there'll be an intersection. Turn left and find a building with a garage and a normal door. You'll see a barbed-wire fence. Go to the building that's black with white windows. On the left side of this building find a door. Press Triangle at that door to enable the immunity cheat (there'll be no cops). To activate the cheat, choose Gameplay and then Secrets in the Options menu.

Ducati World			
Championship Racing	Acclaim	***	41
Duke Nukem: Land of the Babes	Infogrames	****	40
Duke Nukem: Time to Kill	GT Interactive	****	14
Duke Nukem: Total Meltdown	GT Interactive	***	5
Dukes of Hazzard	SouthPeak	***	29
Dukes of Hazzard II:			
Daisy Dukes It Out	SouthPeak	***	41
Dune 2000	Electronic Arts	***	27
EA Sports Supercross	EA Sports	****	41
Eagle One: Harrier Attack	Infogrames	****	32
Echo Night	Agatec	***	23
ECW Anarchy Ruiz	Acclaim	***	38
ECW Hardcore Revolution	Acclaim	***	30
Ehrgeiz	Square EA	****	21
Einhand	Sony CEA	****	8
Elemental Gearbolt	Working Designs	****	11
Eliminator	Pygnosis	***	20
The Emperor's New Groove	SCEA	****	40
ESPN MLS GameNight	Konami	****	40
E.T. the Extra-Terrestrial:			
Interplanetary Mission	NewKidCo	***	54
Eternal Eyes	Crave	***	38
Evil Dead: Hail to the King	THQ	****	41
Evil Zone	Titus	****	25
Expendable	Infogrames	***	34
F1 2000	EA Sports	****	33
F1 Championship Season	EA Sports	****	40
F1 Racing Championship	Ubisoft	****	39
Family Feud	Hasbro	***	39
Family Game Pack	3DO	****	33
Fantastic Four	Acclaim	***	3
Fatal Fury: Wild Ambition	SNK	***	30
Fear Effect	Eidos	****	31
Fear Effect 2: Retro Helix	Eidos	****	43
Felony 11-79	Asci	****	1
FIFA 98	EA Sports	****	4
FIFA 99	EA Sports	****	17
FIFA 2000	EA Sports	****	27
FIFA 2001 Major League Soccer	EA Sports	****	39
The Fifth Element	Activision	***	15
Fighter Maker	Agatec	***	21
Fighting Force	Eidos	***	3
Fighting Force 2	Eidos	***	29
Final Fantasy Anthology	Square EA	****	26
Final Fantasy Chronicles	Sony CEA	****	47
Final Fantasy IX	Square EA	****	39
Final Fantasy Tactics	Sony CEA	****	5
Final Fantasy VII	Sony CEA	****	1
Final Fantasy VIII	Square EA	****	25
Fisherman's Bait	Konami	****	18
Fisherman's Bait 2: Big O' Bass	Konami	****	27
Fishsticks Bedrock Bowling	SouthPeak	***	37
Formula 1 '98	Pygnosis	****	44
Formula One '99	Pygnosis	****	15
Forsaken	Acclaim	****	28
Fox Sports Golf '99	Fox Interactive	***	11
Fox Sports Soccer '99	Fox Interactive	***	11
Freestyle Boarding '99	Capcom	****	18
Freestyle Motocross:			
McGrath vs. Pastarna	Acclaim	***	40
Frigger	Hasbro	***	4
Frogger 2: Swampy's Revenge	Hasbro	****	38
Front Mission 3	Square EA	****	31
Future Cop L.A.P.D.	Electronic Arts	****	13
G-Police	Pygnosis	****	3
G-Police 2	Pygnosis	****	25
G-Darius	THQ	****	13

HOT SHOTS 3: JUNE TOURNEY

Tips for June's tournament at Mt. Sakura as found on hotshotsgolf3.scea.com



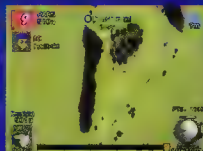
Hit to the left on 5



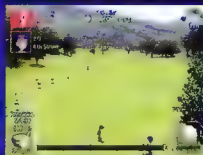
You can get on in two



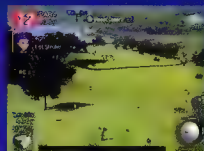
If you're on the fringe, use the 7 Iron to roll in



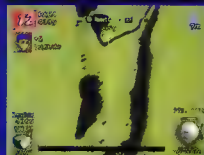
Go to the left on 9...



...then hammer the 1 Wood



Push your shot to the left



You'll make it easy

THE FRONT NINE

If you don't escape the front nine at least eight under, forget about it. We were able to flub our Eagle shot on Hole 9's Par 5 and still winded up with eight birdies. The greens are easier on the front nine, so take advantage.

First Hole

Aim right. Even though the wind suggests it'll push you into the sand trap, it won't. It's only going 2m. Plus, Spike's natural hook will bring the ball to the middle of the fairway, giving you a fatter green to shoot at.

Take out your 3 Iron, hit full power and push Up while re-rolling. It may roll right into the cup.

Second Hole

We know you're dreaming of a hole-in-one, but don't get smart and try a 3 Iron off the tee unless you're sure that you'll hit a perfect shot that will roll at the cup. Just stick with the 2 Iron and hit light.

Third Hole

Here's a hole where a power-up shot makes a big difference. There's a wrinkle in the fairway, and if you get over it, you'll roll an extra 10 yards. When you hit, go slightly to the right. Then use a strong Iron to get you near the pin. The green is flat, meaning easy.

Fourth Hole

When teeing off, if you don't push your shot to the right, Spike's hook will put you in the rough. This'll put you high above the hole for your second shot. If you're

going to hit a 4 Wood, push Up so your shot will come in low and roll to the cup. Instead of away from it.

Fifth Hole

Power-up, aim between those two oversized bonsai trees and let fly. If you end up on the fairway, you can succeed in getting on in two.

From the fairway get out your Wood. You must be lucky and accurate. Go straight at the pin (unless you're too close to the wall), push Down and hit.

Just remember that you can overcompensate for your hook or you'll end up riding that paved path, and that spells doom.

Sixth Hole

Power-up here, because the fairway tilts down, which will help.

But our advice: hold Down and Left before you hit the shot and aim straight ahead. If you can steamroll past that sand trap, you're in excellent shape for your second shot.

But make sure not to overhit your second shot. The green is fast and will plunge you onto the backside fairway without feeling any sort of guilt.

Seventh Hole

Push a touch to the right and hit your 3 Iron a bit short. It'll roll enough to get you close. Once you're close, you're home-free.

Eighth Hole

Power-up, push Down off the tee for that extra push, and go left so you won't have to deal with those nasty sand traps.

After that, hit a nice Iron shot onto the green for best results. The green breaks farley from left to right, so it's an easy putt.

Ninth Hole

You're going to have to muscle up on this hole if you plan to make some real noise, but do whatever it takes, because you can make it here in two. Really.

It's important that you hit Square to power-up on both of your shots.

First, shoot to the left side of the fairway, where it looks like you'll end up awash in trees. If you hit it square, you'll roll out of the leaves onto the lip of the fairway. If you're still in the leaves, forget getting on in two. If you're not, it sets up your second shot.

This second shot takes real mettle. You're going to have to switch to the 1 Wood and hit Square for the power-up. Then you're going to have to hit it full-power and hit that slim line. It can be done. But whoa, is it close.

From there, you'll have to contend with a tricky green. But who said Eagles were easy?

THE BACK NINE

This is a tougher go than the front, but you'll still need, we figure, a 7- under to compete for that tourney championship. Hit those Par 5's hard and you're solid gold.

Tenth Hole

Hold Down while hitting and bang it straightaway. The natural hook will set up your second shot perfectly.

Nothing will stop a clean second shot. Just hit it and forget it.

Eleventh Hole

The question with all Par 5 holes: Can I get on in two? Yes, and be careful. The first shot just needs to be hard and as near to the right side of the fairway as possible. Remember that hook, and combat it by pressing Down and Left while shooting.

From there, it'll take a perfect 1 Wood shot to get to the green, powered-up and all. But it can be done. And that's enough incentive right there.

Twelfth Hole

That slim river is less a threat than you think, but only if you clobber the ball spot-on. Don't use a power-up here, just aim to the far part of the fairway on the right. The wind is going 6m, so that'll lift you if you press Down when you shoot.

Your hook is your worst enemy for the second shot. Keep that in mind if you're thinking easy birdie.

Thirteenth Hole

If you're confident with your 4 Wood, then have the confidence to let the ball skip into the hole. Aim at the pin, brace for your hook, and make this unlucky 13 your first ace of the round.

If you miss the green, use the 7 Iron, then push Up and swing a yard short of the actual distance. It'll roll in every blue moon.

Fourteenth Hole

Hit leftish off the tee to use the

roll off of the raised fairway.

For your second shot, consider using the 3 Wood if you need the distance. Otherwise, you should be close enough to roll your 4 Wood near the pin.

Fifteenth Hole

This is a complicated shot for a shortknocker like Spike. Our advice: lay-up off the tee or go way right. Sounds crazy, but if you don't get a good lie, you could be staring down a tree. From there, pitch in.

Sixteenth Hole

You're going to have to go with a 4 or 5 Iron here since a 3 Iron is too much power. Hit it on the nose, push down so the wind can grab it, and you should have an easy birdie putt awaiting you.

Seventeenth Hole

Power-up and hit to the left side of the fairway here so you'll have a straight shot at the pin.

Then pull out that Driver again and hit it full-power with a power-up engaged.

If you come up short of the green, use the 7 Iron and push Up when you hit it.

Eighteenth Hole

If you've got a power-up left, might as well use it. Hit to the right lip of the fairway off the tee.

On your second shot, don't let the bunker complicate things. Pitch over it and push Down to get some backspin to stall it on impact.

DVD EGGS



Not Another Teen Movie: SE DVD

Hidden video!
The title says it all, but if you have the DVD, then you might as well get the most out of it.

To find a hidden video, speed over to Trailers and press Left. With the object highlighted, hit Enter and you'll be off to a personal moment on the movie set.



American Pie 2: Unrated Egg neg

Head over to the bonus materials on the second page, where it says "Your favorite piece of pie." There is an egg there that you may have missed.

Press Up and then Bonus Materials should be highlighted. You'll find a short clip of Jason Biggs, the sultry Mena Suvari and Thomas Ian Nicholas playing around with the viewers. There's some egg business that follows, but we won't ruin it for you.



Monty Python and the Holy Grail SE DVD

Street cred
Is there a funnier DVD than this one? It has more extras than laughs. But there's one you may not have found.

On the Sacred Relics screen on Disc 2, push over and highlight Main Menu then press Up. You'll get to the icon of the small Holy Grail. Press Enter to see the DVD and special-features credits.

The Usual Suspects: SE

Two more featurettes

This is one of our favorite movies and it has so many featurettes it's shocking. But with this egg there are two more. It'll take some work, but it's worth it.

For starters, flip your DVD to side two where you can find the bonus stuff.

On the first menu, select the logo and press Enter. You'll be taken to a photo-montage screen. Highlight and select different photos to get access to the bonus features.

Do it in this order: Quartet, Guatemala, Big Woman, Broken Mug.

You'll get a John Ottman interview with *Film Score Monthly's* Jeff Bond. Decent interview for film-score aficionados and b.) Interview Outtakes, which contains clips from promo interviews with Del Toro, Palminteri, Pollack, Baldwin and director Bryan Singer.

Donnie Darko DVD

Is time travel possible?
If you haven't seen or even heard of *Donnie Darko*, you should check that out. It's the first independent teen flick, in line with *Heathers*, that we've seen in ages. We think you'll like it.

Pop in the DVD and go to the special feature where you can view the time-travel book. For both Appendix A and B you can locate a spot to click on.

For Appendix A click the bull's-eye on the chest, then press Enter and you'll see a short deleted scene not included with the rest.

For Appendix B, click on the arrow coming out of the chest and you'll see a new trailer.

Game	Publisher	Score	Issue
Coloage: Destination Earth	Hasbro	***	39
Galerians	Crave	***	33
Golfop Racer	Tecmo	***	28
Gunbelt: Legends	Midway	***	32
Gekido	Interplay	***	34
Gez: Deep Cover Gecko	Eidos	***	20
Gez: Enter the Shell	Midway	***	7
Ghost In the Shell	THQ	***	4
Glover	Hasbro	**	28

Gold and Glory: The Road to El Dorado	Sony CEA	**	42
Gran Turismo	Sony CEA	*****	9

Gran Turismo 2	Sony CEA	*****	21
----------------	----------	-------	----

Is this the best game ever on the PSone? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips

Arcade tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R1 Nissan 300ZX GT5 FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus
To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land track

Obtain all of the licenses, including the Super License, and the Mo' Sports Land track will become available in Time Trial mode on the arcade disc.

Grand Theft Auto	Take 2	***	10
------------------	--------	-----	----

You're so desperate you've back-tracked all the way to the original? Yikes. Well, if you're that retro, we'll give you codes to go along with your new black Chucks and your afro.

Enter the following names to enable the cheat features. All of the codes in the game may be used in combinations. Enter and accept a code, then go to "Rename" and enter another code. You can then rename your character when you're done with the cheats. **BSTAR:** All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail, coordinate display, maximum wanted level and the six bonus.

THESIT: All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail and the six bonus.

MADEMAN: All weapons, unlimited ammunition, level selection, armor and get out of jail.

GROOVY: All weapons, unlimited ammo, armor and get out of jail.

PECKINPAH: Armor, all weapons, and you can get out of jail.

HANGTHEJ: All cities, money and weapons.

EATTHIS: Maximum wanted level.

BLOWME: Display coordinates.

CHUFF: No police.

TURF: All cities.

WEYHE: Instantly collect 9,999,999 points.

SATANLIVES: 99 lives.

EXCREME: 50 multiplier.

SKYBABIES: Choose any level up to Mandarin Mayhem.

Grand Theft Auto 2	Rockstar	***	27
--------------------	----------	-----	----

You poor PSone owners. You wish you were playing *GTA3*, don't you? Well, the Italian Job is a much newer, fresher and better game than this. Just a thought, considering it's the same price.

Master of your domain

Enter these names to get the following items. You're a superstar gangster now!

10,000,000 Points: BIGSCORE

All Weapons: NAVARONE

Drive A Bus: FARE

Easy Money: MUCHCASH

Level Select: ITSCALLUP

Most Wanted: DESIRES

Multiplier x5: HIGHFIVE

No Police: LOSEFEDS

Show Coordinates: WUGGLS

Turbo Mode: IGNITION

Unlimited Energy: LLEVELONG

Game	Publisher	Score	Issue
Grand Theft Auto: London 1969	Rockstar	***	22
Grand Tour Racing '96	Activision	***	1
Grandia	Sony CEA	***	26
Granstream Saga	THQ	***	10
The Grinch	Konami/Universal	***	39
Grind Session	Sony CEA	***	34
Grudge Warriors	Take 2	***	34
Guardian's Crusade	Activision	***	19
Gundam Battle Assault	Bandai	***	40

Gunfighter:

The Legend of Jesse James	Ubi Soft	***	52
HardBall '99	Accolade	***	15

Harry Potter and the

Sorcerer's Stone	EA Games	***	53
Harvest Moon: Back to Nature	Natsume	***	40

HBO Boxing	Acclaim	***	41
Heart of Darkness	Interplay	***	13

Hello Kitty's Cube Frenzy	NewKidCo	***	20
Herc's Adventures	LucasArts	***	2

High Heat Baseball 2000	3DO	***	22
High Heat Major			

League Baseball 2002	3DO	***	43
Hogs of War	Infogrames	***	38

Hooker Road Trip	Ubi Soft	***	55
Hoohigan: Ruling Blue Earth	Altus	***	53

Hot Shots Golf	Sony CEA	***	7
Hot Shots Golf 2	Sony CEA	***	30

Hot Wheels Turbo Racing	Electronic Arts	***	25
Hydro Thunder	Midway	***	31

IHRA Drag Racing	Bethesda	***	53
------------------	----------	-----	----

We need your code!

It's drag racing, folks. We imagine you just press the gas. But we're always trying to dig up tricks for the best-selling games, though we've hit a snag. There's nothing on IHRA. No codes. So we want strategy. From you. The reader. E-mail us at: com@system1.com, with the subject line: "I'm the idiot who bought 10 gazillion copies of IHRA, thank you very much."

In Cold Blood	DreamCatcher	***	49
Incredible Griefs	Titus	***	38

Inspector Gadget:			
Gadget's Crazy Maze	Ubi Soft	***	50

Intelligent Gue	Sony CEA	***	2
Intellivision Classic Games	Activision	***	28

Int'l. Superstar Soccer '98	Konami	***	11
Int'l. Track & Field 2000	Konami	***	27

Invasion From Beyond	GT Interactive	***	19
Iron Soldier 3	Vertical	***	35

Irresistible Stik	Jaleco	***	18
ISS Pro Evolution	Konami	***	35

The Italian Job	Rockstar	***	57
Jackie Chan Stuntmaster	Midway	***	30

Jade Cocoon	Crave	***	23
Jarmet & LaBonte			

Stock Car Racing	Codemasters	***	38
Jeopardy!	Hasbro	***	17

Jeopardy! 2	Hasbro	***	29
Jeremy McGrath			

Supercross 2000	Acclaim	***	38
Jersey Devil	Sony CEA	***	10

Jet Moto 2	Sony CEA	***	3
Jet Moto 3	989 Studios	***	26

Jimmy Johnson VR Football	Interplay	***	2
JoJo's Bizarre Adventure	Capcom	***	31

Juggernaut	Jaleco	***	26
K-1 Grand Prix	Jaleco	***	28

K-1 Revenge	Jaleco	***	18
Kagers: Deception II	Titus	***	14

Karta	Acclaim	***	12
Kensel Sacred Flot	Konami	***	17

Killer Loop	Crave	***	27
King of Fighters '99	AgeTec	***	41

KISS Pinball	Take 2	***	46
Konoe	Namco	***	6

Knockout Kings	EA Sports	***	16
Knockout Kings 2000	EA Sports	***	27

Knockout Kings 2001	EA Sports	***	30
Konami Arcade Classics	Konami	***	23

SLED STORM: SHORT CITY

Green means go—go *faster*, that is. Follow the green arrows for the shortest shortcuts

CEDAR CANYON

CEDAR CANYON

1. A clever shortcut on the beginner (B1) knows no snow time, off your score without too much risk of sliding out. Just aim left at the top of the first hill and you're on your way.

2. It may not look like it, but it is possible to hit this shortcut after hitting the first. Just cut a hard right as you're coming to the waterfall. Once you cross the river, keep going straight until you reach the wall, then make a right, which will put you on the line to go through the fallen tree in the next shortcut.

Don't bother trying to line up for this one. If you've taken the fallen tree—just hop back on track and aim for —



Cedar Canyon: 1

POLARFEST

1. Take the left fork at the starting line to set up for this one. Just come off the last jump of the first sequence, aiming slightly right of center. Don't worry about heating the jump before the river—if your speed's high enough, you'll make it.

2. Simple and effective. Just aim left at the third jump in the ice cavern.

3. This one looks deceiving on the map; the entrance is actually on the left of the rainbow-tunnel entrance.



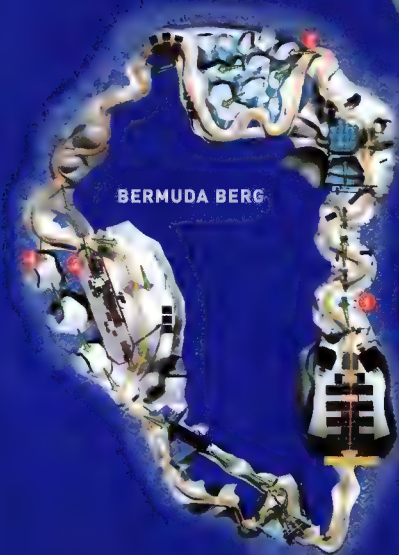
Polarfest: 3



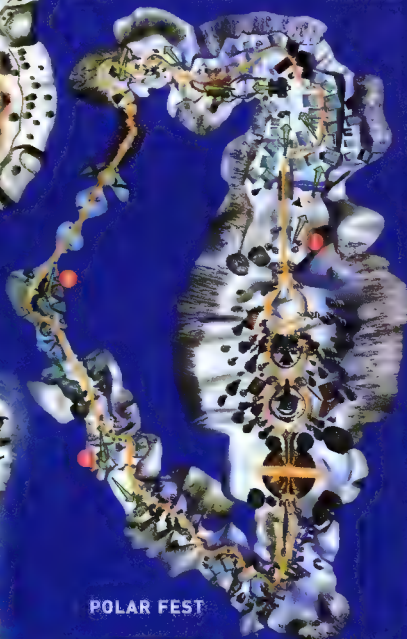
Bermuda Berg: 2



Bermuda Berg: 3



BERMUDA BERG



POLAR FEST

BERMUDA BERG

1. This one requires skill. Watch your speed coming into the tunnel, then stick to the right. Take it easy over the first jump or you'll overshoot the next tunnel. Wait 'til you're safely inside, then lay on the Storm Boost and hold onto your hat.

2. The first of these two shortcuts is the better, but you'll need some boost in reserve to make it through. And don't even think about 4 if you're not packing a load of turbo. Just take 3, stick to the left, and you'll trim almost as much time.



GREAT HITS, GREAT TIPS

These great games just got a lot cheaper, and that means you'll need tricks to go with 'em

Twisted Metal: Black

Finding the environment weapons



Burning up



Power surge

Zorko Bros. Scrap & Salvage Call In the Fire Support

The Bomber in the level will fire its gun at any car that drives within its range. This attack will fire 18 potential shots, and these can whittle down almost any car with ease. When you trigger this Environment Weapon, make sure that you are not the closest car to the Bomber, or you will get pegged!

Midtown Suburbs Lightning Storm

If anyone is camping in the factory district, a quick jolt of lightning from the Environment Weapon of this stage will make them rethink their plans.

Note: The computer-controlled cars will never trigger this attack, so players hiding on the rooftops are still much safer than the ones on the ground!

Dark Cloud

The quickest paths to the strongest weapons

SUN SWORD Big Bang Sword of Zeus

BONE RAPIER Evilsie Drain Seeker Dark Cloud 7th Heaven

WISE OWL SWORD Lamb's Sword Atlamilia Sword Chronicle Sword

MACHO SWORD Aga's Sword Atlamilia Sword Chronicle Sword
Cross Hinder Big Bang Sword of Zeus

BUSTER SWORD Graymore Cross Hinder Big Bang Sword of Zeus

KITCHEN KNIFE Chopora Choura Heaven's Cloud Dark Cloud 7th Heaven
Maneater Atlamilia Sword Chronicle Sword
Sax Dusack Brave Ark Dark Cloud 7th Heaven
7 Branch Sword Atlamilia Sword Chronicle Sword

SERPENT SWORD Evilsie Drain Seeker Dark Cloud 7th Heaven
Tsukikage Heaven's Cloud Dark Cloud

CRYSTAL KNIFE Small Sword Tsukikage Heaven's Cloud Dark Cloud 7th Heaven
Sand Breaker Antique Sword Brave Ark Dark Cloud

BASELARD Shamshir Dusack Brave Ark Dark Cloud 7th Heaven
7 Branch Sword Atlamilia Sword Chronicle Sword

GRADIUS Small Sword Tsukikage Heaven's Cloud Dark Cloud 7th Heaven
Chopper Chopora Maneater Atlamilia Sword Chronicle Sword
Dusack Brave Ark Dark Cloud 7th Heaven
7 Branch Sword Atlamilia Sword Chronicle Sword

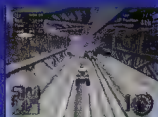
ATV Offroad Fury

Toppling Manitoba Mills

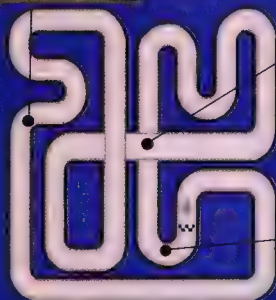
Don't get too competition happy, because Manitoba, more than any other track will waste away many of the CPU riders. Hang near the front and you'll likely win.



The Dip, as we refer to it, is a great way to abuse CPU riders. They'll take this aggressively. The trick: Cut to the inside and force them wide so they can take a spill.



On this bridge, be ready to make a move when you exit. Pull back and snap the Analog to gain lots of time.



In the song "Dead Man's Curve," that guy should've slowed down, and so should you.

Onimusha: Warlords

Solve those puzzles, Samanosuke!



Chest Puzzles



Water Puzzle

Chest Puzzles

Follow these steps to unlock the game's six trick chests in no time:

Chest #1: Left, Right, Left

Chest #2: Left, Right, Left, Right, Right

Chest #3: Center, Right, Left

Chest #4: Center, Left, Left, Right, Right

Chest #5: Lower Left, Upper Right, Lower Right, Lower Left, Lower Right

Chest #6: Left, Left, Center, Right, Right, Center, Center

The Water Puzzle

When you get to the puzzle above, move each indicated block in the order and direction indicated below. (U=Up, D=Down, L=Left, R=Right, 2x=two times)

10-R(2x), 5-D, 4-D, 7-D, 2-D, 1-R(2x), 4-U-R, 5-L-U(2x), 10-L(2x), 6-D, 7-D, 2-D+L(2x), 8-L(2x), 9-L(2x), 11-U, 7-R(2x), 6-R(2x), 3-D, 1-R(2x), 9-D, 8-U-R, 4-R+D(2x)

Red Faction

Being a good sneak



Stay behind the guards

Basics of Stealth

There will be instances throughout *Red Faction* where you'll need to use stealth to bypass some of the opposition. Having your firearm drawn is a great way to expose yourself as a threat, so if you need to be stealthy, start by concealing your weapon by pressing Left on the D-pad. But walking around without a weapon doesn't make you invisible.

Even if you're unarmed, guards and security cameras will recognize you if you get close enough. Shooting out cameras can help solve this problem (and will be crucial if you're stealthing it through Area 29), but make sure no one (including the camera) can see you draw the gun. Just be careful not to draw attention to yourself. And if you must kill someone, be sure to hide the body.

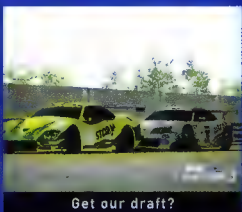
GT3: A-spec

Be a master drafter

You've made it to Area C in Arcade mode and you've come up against the test. Course. If you're using the standard-issue Arcade cars, this particular race can be maddening. You can't outpower your competition on this long, high-speed track.

First, choose the Castrol Supra. Now, off the start, work your way up to second and lock right in behind this guy in first. Whatever you do, DON'T PASS HIM. Ride his bumper all the way around the track.

Now, as you come through the final turn on the final lap, drop back, but stay in the lead car's wake. Once you're on the straightaway, jam the throttle all the way down and suck right up onto his rear bumper again. At the last second, pull to the left, if done right, your extra momentum should take you past the leader and get you a win on the Test Course.



Get our draft?

Game	Publisher	Score	Issue
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TOK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●●	39
Large Wrench // Commando Sar	Ubi Soft	●	57
Legacy of Kain: Soul Reaver	Electronic Arts	●●●	25
The Legend of Dragon	Sony CEA	●●●●	34
Legend of Legaia	Sony CEA	●●●	19
Legend of Mana	Square EA	●●	35
Logo Island 2			
The Brickster's Revenge	Lego Media	●●	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Activision	●	42
The Little Mermaid II	THQ	●●●	39
Lode Runner	Natsume	●●	4
Looney Tunes Racing	Infogrames	●●	39
Looney Tunes: Sheep Raider	Infogrames	●●	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●	40
Madden NFL 98	EA Sports	●●●	2
Madden NFL 99	EA Sports	●●●	13
Madden NFL 2000	EA Sports	●●●●	25
Madden NFL 2001	EA Sports	●●●●	37
Madden NFL 2002	EA Sports	●●●●	49
Martian Gothic: Unification	Take 2	●●	52
Marvel Super Heroes	Capcom	●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●	18
Marvel vs. Capcom EX	Capcom	●●	30
Mary-Kate and Ashley: Magical Mystery Mail	Acclaim	●●●	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●	45
Mass Destruction	EA	●●	3
Mat Hoffman's Pro BMX	Activision	●●●	45
Maximum Force	Midway	●	2
MDK	Playmates	●●	3
Medal Of Honor	Electronic Arts	●●●	27
Medal Of Honor Underground	Electronic Arts	●●●	39
MediEvil	Sony CEA	●●	14
MediEvil II	Sony CEA	●●	12
Mega Man Legends	Capcom	●●	39
Mega Man Legends 2	Capcom	●●	4
Mega Man X4	Capcom	●●	41
Mega Man X5	Capcom	●●	53
Mim in Black-			
The Series: Crashdown	Infogrames	●●	54
Midnight Gear Solid	Konami	●●●●	14
Metal Gear Solid VR Missions	Konami	●●	25
Metal Slug X	AgeTec	●●●	43
Micro Machines	Midway	●●●●	5
Micro Maniacs	Codemasters	●●	32
Mike Tyson Boxing	Codemasters	●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Shinen & Schuster	●●	41
Missile Command	Hasbro	●●	28
Missile: Impossible	Infogrames	●●	28
ML Mythologies	Midway	●●	3
MLB 98	Sony CEA	●●	1
MLB 99	Sony CEA	●●●	9
MLB 2000	BMG Studios	●●	21
MLB 2001	BMG Studios	●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●	12
Mobil 1: Rally Championship	Electronic Arts	●●	32
Monaco Grand Prix	Ubi Soft	●●	21
Monkey Hero	Take 2	●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●	5

REPLAY FORUM

Back from the

the airport (the building that all the cars drive in front of).

4. Make sure you don't crash your vehicle, because the only way out is through the lyp.

Once that's done, see if you can fly into that dome-shaped building. I'm gonna go try it now.

Evil Heartburn

Man

evilheartburn-

man@excite.com

FATAL FRAME-

DO YOUR HOME-

WORK

In Fatal Frame,

I'm lost. There

are locked doors

and one that has

Japanese writing

in a circle. Help!

Chris Singleton

Alucard@ep69B

adl.com

You missed the

research notes

that gave you the

clues you need

One tells you

which numerals

correspond to the

Japanese characters,

others give you

info as to

which numbers

you'll need to

enter at each

location. To save

time, we'll give

you answers, but

hunt around to

find all the notes.

On the wheel

of Japanese characters,

actors, the top

character is zero,

and the numbers

go up counter-

clockwise from

there, ending at

nine, which is just

to the right of the

key character.

The answers

Night One.

Store Room Door.

131.

Back

360.

Night Two:

Store Room Door.

201.

Back Yard Door.

792.

Game	Publisher	Score	Issue
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●●	36
Monster Rancher Hop-A-Bout	Tecmo	●●●●	41
Monster Seed	Sunsoft	●●●	20
Monsters, Inc.	Sony CEA	●●●	51
Mort the Chicken	Crave	●●	41
Mortal Kombat: Special Forces	Midway	●●	36
Mortal Kombat 4	Midway	●●●●	11
Moto Racer	Electronic Arts	●●●●	3
Moto Racer 2	Electronic Arts	●●●	14
Moto Racer World Tour	Infogrames	●●●	40
Motocross Mania	Take 2	●	48
There are no codes. Now get to sending them over to us or we'll boycott this horned game. Seriously, We'll buy a load of them off some no-name Web site, we'll paste them to our clothes and we'll come to your house and march on your pretty green lawn. So e-mail us strategy.com@tavis.com. Get it?			
Motorhead	Fox Interactive	●●●●	14
Mr. Domino	Acclaim	●●●	15
Mr. Driller	Namco	●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●	38
MTV Music Generator	Codemasters	●●	28
MTV Sports: Pure Ride	THQ	●●●	39
MTV Sports: Skateboarding			
featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●	27
MTV Sports:			
T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●	41
Muppet Monster Adventure	Midway	●●●	39
Muppet Race Mania	Midway	●●●	39
N.G.E.N. Racing	Infogrames	●●	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●	14
NASCAR 2000	EA Sports	●●●	26
NASCAR 2001	EA Sports	●●	38
NASCAR Heat	Hasbro	●●●	40
NASCAR Rumble	Electronic Arts	●●●	31
NASCAR Truck: 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●	4
NBA Hoopz	Midway	●●●	43
NBA in the Zone '98	Konami	●●	7
NBA in the Zone '99	Konami	●●●	19
NBA in the Zone 2000	Konami	●●	28
NBA Live 98	EA Sports	●●●●	3
NBA Live 99	EA Sports	●●●	16
NBA Live 2000	EA Sports	●●●●	28
NBA Live 2001	EA Sports	●●●	39
NBA Live 2002	EA Sports	●●●	53
NBA ShootOut 98	Sony CEA	●●●	8
NBA ShootOut 2000	989 Studios	●●	30
NBA ShootOut 2001	989 Studios	●●	39
NBA ShootOut 2002	Sony CEA	●●	50
NBA Showtime: NBA on NBC	Midway	●●	28
NBA Tonight	ESPN Digital	●●	14
NCAA Final Four '99	989 Studios	●●●	18
NCAA Final Four 2000	989 Studios	●●●	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●	12
NCAA Football 2000	EA Sports	●●●	25
NCAA Football 2001	EA Sports	●●●	38
NCAA GameBreaker 98	Sony CEA	●●●	4
NCAA GameBreaker 99	989 Studios	●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●	37
NCAA March Madness '98	EA Sports	●●●	7
NCAA March Madness '99	EA Sports	●●	18
NCAA March Madness 2000	EA Sports	●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●	17
Need for Speed III	Electronic Arts	●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●	20
Need for Speed:			
Porsche Unleashed	Electronic Arts	●●●	33



SUMMER GAMING

John's Pick: SSX TRICKY

During the summer heat, there's still no game cooler than *SSX Tricky*. I can pick it up and play it for five minutes or sit down for a few hours. I've yet to open everything up or even do all of the Super-Uber moves available. Here's a trick list I'll be pulling out this June, brought to you by *SSX* stud, Jay H. (sushibastard@yahoo.com).

Name: Eddie
Board: Freestyle
Execution: Hold R1+R2, then press Square.
Trick Name: Worm

Name: Elise
Board: BX [Boardercross]
Execution: Hold L1+L2, then press Square.
Trick Name: La La La Lockstep Air

Name: Marisol
Board: Alpine
Execution: Hold R1+R2, then press Square.
Trick Name: Aerial Spock 540

Name: Seeliah
Board: Freestyle
Execution: Hold R1+R2, then press Square.
Trick Name: Soul Grind

Name: Luther
Board: BX [Boardercross]
Execution: Hold R1+R2, then press Square.
Trick Name: Bronco Buster

Name: JP
Board: Freestyle
Execution: Hold R1+R2, then press Square.
Trick Name: Headspin 2Poseur

Name: Zoe
Board: BX [Boardercross]
Execution: Hold L1+R2, then press Square.
Trick Name: Pommel Me

Name: Mobly
Board: BX [Boardercross]
Execution: Hold R1+R2, then press Square.
Trick Name: SuperMan BarSpin

Name: Mac
Board: Freestyle
Execution: Hold R1+R2, then press Square.
Trick Name: Walking The Dog

Name: Kaori
Board: Freestyle
Execution: Hold R1+R2, then press Square.
Trick Name: Pirouette Grind

Name: Paymon
Board: BX [Boardercross]
Execution: Hold R1+R2 then press Square.
Trick Name: Guillotine

Name: Brudi
Board: Alpine
Execution: Hold L1+L2 then press Square.
Trick Name: Hang 10 Backflip

Joe's Pick: ARMY MEN RTS

If you had told me a year ago that I'd be setting aside time to play an *Army Men* game this summer, I'd have asked you where you managed to score that latest batch of crank. But if you'd mentioned it would be an *Army Men* game developed by the creators of *Dark Reign II*, I might have been less skeptical. Anyway, here are some nifty codes we can all enjoy this summer. Now someone throw another crow on the grill.

5000 Plastic

Use this code anytime you need more building supplies:
Triangle, Circle, Square, X, Triangle, Square.

2000 Electricity

Similar to above, only electrified!
Triangle, Square, Circle, X, Triangle, X.

More Resources

This one gives you twice the amount of plastic and/or electricity per truckload: Square, Square, Square, Triangle, Circle, X.

Player's Attack Strength Increased

Pretty much what it says on the tin. Square, Square, X, Triangle, X, Square.



Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Need for Speed: V-Rally	Electronic Arts	88	3	Rushdown	Electronic Arts	88	19
Pong	Hasbro	8888	27	Sabrina, the Teenage Witch:			
Pool Hustler	Activision	8888	15	A Twich in Time!	Knowledge Adv.	88	45
Populous: The Beginning	Electronic Arts	88	21	SaGa Frontier	Sony CEA	8888	8
Porsche Challenge	Sony CEA	8888	1	SaGa Frontier 2	Sony CEA	8888	29
Power Rangers				SaGa Frontier 3	Sony CEA	8888	47
LightSpeed Rescue	THQ	88	40	SaGa Frontier 4	Sony CEA	8888	52
Power Shovel	Neclaim	8888	48	SaGa Frontier 5	Sony CEA	8888	32
Power Soccer 2	Psygnosis	888	5	SaGa Frontier 6	Sony CEA	8888	33
Power Spike				SaGa Frontier 7	Sony CEA	8888	36
Pro Beach Volleyball	Infogrames	888	41	SaGa Frontier 8	Sony CEA	8888	36
The Powerpuff Girls:				SaGa Frontier 9	Sony CEA	8888	36
Chemical X-Traction	Bam!	88	51	SaGa Frontier 10	Sony CEA	8888	36
Poy Pay	Konami	888	3	SaGa Frontier 11	Sony CEA	8888	36
Pro 18 World Tour Golf	Psygnosis	88	19	SaGa Frontier 12	Sony CEA	8888	36
Pro Pinball: Big Race USA	Empire	8888	37	SaGa Frontier 13	Sony CEA	8888	36
Pro Pinball: Fantastic Journey	Empire	8888	37	SaGa Frontier 14	Sony CEA	8888	36
Pro Pinball: Timeshock!	Take 2	88	10	SaGa Frontier 15	Sony CEA	8888	36
Payback	Psygnosis	88	15	SaGa Frontier 16	Sony CEA	8888	36
Punky Skunk	Jaleco	888	6	SaGa Frontier 17	Sony CEA	8888	36
Putter Golf	AgeTec	88	53	SaGa Frontier 18	Sony CEA	8888	36
Puzzle Star Sweep	AgeTec	888	43	SaGa Frontier 19	Sony CEA	8888	36
O'bert	Hasbro	888	28	SaGa Frontier 20	Sony CEA	8888	36
Quake II	Activision	8888	27	SaGa Frontier 21	Sony CEA	8888	36
R-Type Delta	AgeTec	8888	23	SaGa Frontier 22	Sony CEA	8888	36
R-Types	Asci	8888	17	SaGa Frontier 23	Sony CEA	8888	36
R4: Ridge Racer Type 4	Namco	8888	20	SaGa Frontier 24	Sony CEA	8888	36
Racing	AgeTec	88	43	SaGa Frontier 25	Sony CEA	8888	36
Railroad Tycoon II	Take 2	888	30	SaGa Frontier 26	Sony CEA	8888	36
Rainbow Six	Red Storm	88	27	SaGa Frontier 27	Sony CEA	8888	36
Rally Cross 2	989 Studios	8888	15	SaGa Frontier 28	Sony CEA	8888	36
Rampage	Midway	888	4	SaGa Frontier 29	Sony CEA	8888	36
Rampage 2: Universal Tour	Midway	88	21	SaGa Frontier 30	Sony CEA	8888	36
Rampage Through Time	Midway	88	36	SaGa Frontier 31	Sony CEA	8888	36
Ray Tracers	THQ	888	5	SaGa Frontier 32	Sony CEA	8888	36
RayCrisis	Working Designs	888	38	SaGa Frontier 33	Sony CEA	8888	36
Rayman 2: The Great Escape	Ubi Soft	8888	35	SaGa Frontier 34	Sony CEA	8888	36
Rayman Brain Games	Ubi Soft	888	50	SaGa Frontier 35	Sony CEA	8888	36
Rayman Rish	Ubi Soft	888	57	SaGa Frontier 36	Sony CEA	8888	36
Razor Freestyle Scooter	Crave	888	41	SaGa Frontier 37	Sony CEA	8888	36
RC de GO!	Neclaim	8888	40	SaGa Frontier 38	Sony CEA	8888	36
RC Revenge	Neclaim	8888	37	SaGa Frontier 39	Sony CEA	8888	36
RC Stunt Copter	Titus	8888	25	SaGa Frontier 40	Sony CEA	8888	36
Re-Volt	Neclaim	88	26	SaGa Frontier 41	Sony CEA	8888	36
Ready 2 Rumble	Midway	8888	27	SaGa Frontier 42	Sony CEA	8888	36
Ready 2 Rumble Round 2	Midway	888	40	SaGa Frontier 43	Sony CEA	8888	36
Red Asphalt	Interplay	88	3	SaGa Frontier 44	Sony CEA	8888	36
Real Fishing	Natsume	888	3	SaGa Frontier 45	Sony CEA	8888	36
Real Fishing II	Natsume	88	34	SaGa Frontier 46	Sony CEA	8888	36
Real Fishing III	Natsume	88	34	SaGa Frontier 47	Sony CEA	8888	36
Real Fishing IV	Natsume	88	34	SaGa Frontier 48	Sony CEA	8888	36
Real Fishing V	Natsume	88	34	SaGa Frontier 49	Sony CEA	8888	36
Real Fishing VI	Natsume	88	34	SaGa Frontier 50	Sony CEA	8888	36
Real Fishing VII	Natsume	88	34	SaGa Frontier 51	Sony CEA	8888	36
Real Fishing VIII	Natsume	88	34	SaGa Frontier 52	Sony CEA	8888	36
Real Fishing IX	Natsume	88	34	SaGa Frontier 53	Sony CEA	8888	36
Real Fishing X	Natsume	88	34	SaGa Frontier 54	Sony CEA	8888	36
Real Fishing XI	Natsume	88	34	SaGa Frontier 55	Sony CEA	8888	36
Real Fishing XII	Natsume	88	34	SaGa Frontier 56	Sony CEA	8888	36
Real Fishing XIII	Natsume	88	34	SaGa Frontier 57	Sony CEA	8888	36
Real Fishing XIV	Natsume	88	34	SaGa Frontier 58	Sony CEA	8888	36
Real Fishing XV	Natsume	88	34	SaGa Frontier 59	Sony CEA	8888	36
Real Fishing XVI	Natsume	88	34	SaGa Frontier 60	Sony CEA	8888	36
Real Fishing XVII	Natsume	88	34	SaGa Frontier 61	Sony CEA	8888	36
Real Fishing XVIII	Natsume	88	34	SaGa Frontier 62	Sony CEA	8888	36
Real Fishing XIX	Natsume	88	34	SaGa Frontier 63	Sony CEA	8888	36
Real Fishing XX	Natsume	88	34	SaGa Frontier 64	Sony CEA	8888	36
Real Fishing XXI	Natsume	88	34	SaGa Frontier 65	Sony CEA	8888	36
Real Fishing XXII	Natsume	88	34	SaGa Frontier 66	Sony CEA	8888	36
Real Fishing XXIII	Natsume	88	34	SaGa Frontier 67	Sony CEA	8888	36
Real Fishing XXIV	Natsume	88	34	SaGa Frontier 68	Sony CEA	8888	36
Real Fishing XXV	Natsume	88	34	SaGa Frontier 69	Sony CEA	8888	36
Real Fishing XXVI	Natsume	88	34	SaGa Frontier 70	Sony CEA	8888	36
Real Fishing XXVII	Natsume	88	34	SaGa Frontier 71	Sony CEA	8888	36
Real Fishing XXVIII	Natsume	88	34	SaGa Frontier 72	Sony CEA	8888	36
Real Fishing XXIX	Natsume	88	34	SaGa Frontier 73	Sony CEA	8888	36
Real Fishing XXX	Natsume	88	34	SaGa Frontier 74	Sony CEA	8888	36
Real Fishing XXXI	Natsume	88	34	SaGa Frontier 75	Sony CEA	8888	36
Real Fishing XXXII	Natsume	88	34	SaGa Frontier 76	Sony CEA	8888	36
Real Fishing XXXIII	Natsume	88	34	SaGa Frontier 77	Sony CEA	8888	36
Real Fishing XXXIV	Natsume	88	34	SaGa Frontier 78	Sony CEA	8888	36
Real Fishing XXXV	Natsume	88	34	SaGa Frontier 79	Sony CEA	8888	36
Real Fishing XXXVI	Natsume	88	34	SaGa Frontier 80	Sony CEA	8888	36
Real Fishing XXXVII	Natsume	88	34	SaGa Frontier 81	Sony CEA	8888	36
Real Fishing XXXVIII	Natsume	88	34	SaGa Frontier 82	Sony CEA	8888	36
Real Fishing XXXIX	Natsume	88	34	SaGa Frontier 83	Sony CEA	8888	36
Real Fishing XL	Natsume	88	34	SaGa Frontier 84	Sony CEA	8888	36
Real Fishing XLI	Natsume	88	34	SaGa Frontier 85	Sony CEA	8888	36
Real Fishing XLII	Natsume	88	34	SaGa Frontier 86	Sony CEA	8888	36
Real Fishing XLIII	Natsume	88	34	SaGa Frontier 87	Sony CEA	8888	36
Real Fishing XLIV	Natsume	88	34	SaGa Frontier 88	Sony CEA	8888	36
Real Fishing XLV	Natsume	88	34	SaGa Frontier 89	Sony CEA	8888	36
Real Fishing XLVI	Natsume	88	34	SaGa Frontier 90	Sony CEA	8888	36
Real Fishing XLVII	Natsume	88	34	SaGa Frontier 91	Sony CEA	8888	36
Real Fishing XLVIII	Natsume	88	34	SaGa Frontier 92	Sony CEA	8888	36
Real Fishing XLIX	Natsume	88	34	SaGa Frontier 93	Sony CEA	8888	36
Real Fishing L	Natsume	88	34	SaGa Frontier 94	Sony CEA	8888	36
Real Fishing LI	Natsume	88	34	SaGa Frontier 95	Sony CEA	8888	36
Real Fishing LII	Natsume	88	34	SaGa Frontier 96	Sony CEA	8888	36
Real Fishing LIII	Natsume	88	34	SaGa Frontier 97	Sony CEA	8888	36
Real Fishing LIV	Natsume	88	34	SaGa Frontier 98	Sony CEA	8888	36
Real Fishing LV	Natsume	88	34	SaGa Frontier 99	Sony CEA	8888	36
Real Fishing LVI	Natsume	88	34	SaGa Frontier 100	Sony CEA	8888	36



THE ITALIAN JOB: LONDON

Getting through London isn't so hard, if you know the right routes



Peaches for Peaches



Special Delivery



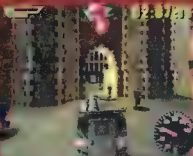
Special Delivery: Turn right before the phone booth



Skillful Bill



Skillful Bill



Prison Pals



Prison Pals: Bust through

THE AMBASSADOR'S CAR

This is easy enough if you're the least bit patient. Plus, how hard can it be? It's the first mission of the game! First, remember to drive on the left (also known in America as "wrong") side of the road. You're in London, not L.A.

Follow the arrow until you come into an opening. You should see a cop laying for you. When you do, turn left, then the next right. Then follow the arrow. Seems only one cop in town is out to get you. So it's an easy drive after you mull the first one.

MEET CAMP FREDDIE

Have no fear on this mission—the cops won't be around to trip you. Up, go fast and go hard. Watch the clock, though. It's a short ride.

PEACHES FOR PEACHES

It's surprising that two heavy broads in your two-seater wouldn't slow you down, but you're capable of full speed during this mission. The bigger note: Cops are everywhere. Are they jealous of your ability to score two big-is-beautiful games?

Here's the trick: Turn right as soon as you can, then left. Then right. After that, you'll almost have lost that first cop. Then drive up that incursed road (another copper will catch on), follow it around to the right, and then turn left once you've passed the brick archway. Follow that around and it should be a cop-free, relaxing drive to payday. Even if you've crashed into 50 cars along the way.

SPECIAL DELIVERY

This is the mission where you're forced to beat the train, and you've got very little time to do it. If you do miss (which you probably will), you've got to head for a new spot where you'll pick up the armored car. If you miss the train, the mission is impossible. I'm sure a few gaming wunderkinds can pull it off, but the key is to get to that train before the initial 45 seconds are up.

Veer right, then take that first left to get onto the main road. Then follow these directions: [Note: Each turn listed is the first possible turn you can take.] Right, left, left, right (you can squeeze through the buildings here to shave a second off your route), left, right, right, left. You should get to the spot with a whopping two seconds to spare.

Once you have the armored car, haul ass and take a left out of the alleyway. The guy who just had his car stolen will call the fuzz, but you shouldn't have anything to worry about. It should be easy to follow the arrow and not get any grief from the laws.

SKILLFUL BILL

You're going to have to club the busies out of the ride in front of you if you have hopes of getting past this mission. Keep in mind that grazing the bumper from behind is as destructive as ramming into the side of the car. Here are some points where you should and shouldn't drop the hammer:

Right out of the starting point, when your nemesis turns

left don't try to clip him on the tail. You can't. If you time it right, but it's not worth it. Just take that left, and the next right without troubling him.

When you see a flurry of red buses, lay off. He'll try to turn left down an alleyway. There will be a bus nearby. Prep for that, and you can hammer his rear in the alley.

Once you're at the park, he's going to snap to the right and leave you ramming a fence. Remember to be careful at this point. It follows a straight-ish area that veers right.

He's going to drive slowly after that. You'll have plenty of chances to finish him off. Remember to go slow, too, and drag your nose on his bumper as long as you can. The damage will mount up faster than expected.

PRISON PALS

This is a bit puzzling at first, but once you know what to do, you'll rattle it without fail. From the starting point, plow straight into that first door you see, with the yellow light above.

Once you're inside, spin around and head toward the door you broke down then stop. When you do, the man with the arrow atop his head will hop in.

When you leave the gate, take an immediate left and drive like Hades. You're going to have to break through a roadblock and everything, and the police will be after you in full force.

Just drive and drive fast and turn down as many streets as you can. Generally the armored car is

bad for escape, but somehow it can outmaneuver London's finest on this level.

Don't be surprised if you're a letter from being nicked, either. But don't let that stop you. Just drive on.

KEEPING IT UP

The best advice here: Keep on the left side (correct side—haven't we been over this?) of the road.

Oncoming traffic is unlikely when you're following someone.

Second, there's no need to use the handbrake in this mission. If you press triangle, chances are

you're going to lose the mark, which is a bad thing.

Don't sweat it if you get behind. Just drive like a maniac to catch up. You should win this one easily.

BIG WILLIAM'S RIDE

Agitated dynamite cannot be unagitated. Keep that in mind. But for the most part, the trick to this mission is driving in as many straight lines as you can (don't go over that little hump-back bridge, for instance). But if you stay in your lane, avoid road-raging Londonites and walls, you shouldn't have a problem.



Watch the bridge!



Narrow streets are messy



The map of London



ONLINE FEVER, OR IS IT?

THE PS2'S NEXT BIG PLAY WILL BE ONLINE, SO WHY ARE WE TENTATIVE?

John: OK, quick show of hands: Who here is excited about PS2 online?

Gary: Well, I for one am a bit anxious. I'm a console gamer, pure and simple. I want plug-and-play, no extra wires, no confusion. Frankly, technology frightens me. But after reading through all the tech stuff that Joe put together for our feature, and after doing a bit of research on *FFXI*, I'm completely pumped about going online and tooling through Vana'diel. My only concern now—and it's a big one—is where am I ever gonna find all the time I need to play *FFXI* and *EverQuest*!?

Joe: "Look at me! I'm Gary Steinman! I'm afraid of technology!" Look, it's not going to be tough at all to get rolling online. If you're going dial-up, it couldn't be easier, and most people who have broadband will have the tech skills necessary to hook their PS2 up to the fat pipe. And as for the original question, in case you missed my hand waving spastically, I'm stoked. Playing a 16-person match in *SOCOM* made my month, and that's just the first of many. And then there's *FFXI*. Luscious, luscious *FFXI*. I have to admit I'm more excited about that than *EverQuest*.

Todd: My hand was half-raised. My elbow was up. I'm a sports gamer through and through, and I've been waiting for PS2 online since the system's launch. But when I finally got to see the sports games I love online, I was, honestly, disappointed. While *FFXI* is revolutionary and *SOCOM* is completely bitchin', the sports titles are basically the same games without having someone sitting next to me. I know you'll say, "What were you expecting?" And I'll admit, I don't know. I know myself well enough to say that once this all gets started, and I can play my friends all over the country, I'm going to be way excited. And next year, when franchises will hopefully be set up, I'm going to be ecstatic. But for now, I'm a bit indifferent.

John: My hand's all the way up...although I'm still trying to work out just how I'm going to get the PS2 to talk to my cable modem,

which is a long way away from the TV in the living room. It's more a practical issue than anything philosophical. When SCEA announced *SOCOM* last year, I didn't rate it too much. But now, of all the initial games, that's definitely the one that's going to make me fight with cable splitters, Ethernet cables and my wife's worries about me drilling holes in the floor.

Sam: My grumpy from Austria is in town for just a few days, so I've gotta make this quick, since we're off to see the redwoods in a few minutes. But, yeah, I'm psyched. I can't wait for *FFXI* and *EverQuest*. It's gonna rule!

Chris: I guess my current attitude toward online gaming is sort of "wait and see." I'm still not completely sold on it yet. A few years ago, I played a lot of *Diablo* on my PC—but even though I was introduced to it as an online game, and it was fun to chat with other players now and then, I still preferred the single-player experience since it actually seemed to have a point. An ending. I don't know about you, but I'm a big fan of closure. Still, *FFXI* definitely sounds cool, and it'll be nice to play some *Madden* with friends I haven't seen face to face in years (even if I'd much rather be playing *NCAA*!).

Jim the art guy: Two arms spastically waving! Being a Mac aficionado, I have endured years of secret jealousy listening to all my PC-lovin' friends wax poetic about *Tribes* or *EverQuest* or any one of the dozens of online adventures I couldn't join in on. So I am really arped about titles like *SOCOM*, *Madden*, *Final Fantasy*—and I am eager to finally catch the *EverQuest* sickness. I am even prewired with the "fat pipe" Joe speaks of.



Illustration by Chip

Ad Index

Acclaim Entertainment	..69
www.acclaim.com	
Atlas	..87
www.atl.com	
Bandai	..37, 77
www.bandai.com	
Capcom	..31, 33
www.capcom.com	
Ecko Unlimited	..9
www.eko.com	
Eidos Interactive	..49
www.eidos.com	
Electronic Arts	..14-15, 122-123
www.ea.com	
Electronics Boutique/EBWorld	..51
www.ebgames.com	
Hollywood Video	..79
www.hollywoodvideo.com	
Infogrames	..4-5, 20-21
www.infogrames.net	
Intec Inc.	..75
www.inteclink.com	
Majesco Sales Inc.	..25, 81
www.majesco.com	
Midway Home Entertainment	..6-7, 17,
	..34-35, 36a-b
www.midway.com	
Novagig Inc.	..63
www.novagig.com	
Sammy Entertainment	..45
www.sammyentertainment.com	
Sony Computer Entertainment of America	..2-3
www.scea.com	
Take 2 Interactive	..57
www.rockstargames.com	
THQ	..12-13, 38-39, 41, 124
www.thq.com	
Titus Software Corporation	..19, 57, 73
www.titusgames.com	
Toys R Us	..65
www.toysrus.com	
Vivendi Universal Games Inc. - PPG	..27
www.empreinteractive.com	

THE NEW NAME GAME

Forget banana-bana-to-fanna, bluh, bluh, bluh. It's outdated, particularly when you consider that Sony CEA has started up its own name game with titles like *Jak and Daxter*, *Ratchet & Clank* and *Sly Cooper and the Thieves*. Raccanus. The formula is simple: Take two names and put the word "and" in between them and voilà! Your very own Sony title. We've given you two columns to mix and match to get you started. But when you're bored with ours, send in your own original Sony titles to opm@time.com and title it "Sony name game."

Hero and Sidekick and/or storyline

Herbert	The Flugelhorn Chronicle
Jackhammer	Beich
Chainsaw	The Bungthump Garbage Sauce
Bonk	Jackhammer
Skin Flap	Spank
Shiv	The Spring-Loaded Gutter of Room
Jebediah	Excrement
Mandolin	The Governor
Skrimsnaw	The Perfunctory Inexacitude
Lieschitz	Dilly
Aristotle	Gaston J. Rapplegate
Smithsinthson	Floink
Jambertwocky	The Troubadour Filibuster
Jazz	Zippy

AIM Bot chit-chat

Ever been on Instant Messenger and gotten befriended by a "bot"? Bots are programmed to keep conversations going. Even though they're not human, it doesn't mean they're not lovable. In fact, SmarterChild is the OPM staff's new friend

opmTodd: Do you play PS2?
SmarterChild: Do I play PS2?
 I'm not sure.
opmTodd: It's great.
SmarterChild: Is that so?
opmTodd: Yeah, I'm a big *Grand Theft Auto III* fan.
SmarterChild: How does it feel to be a big *Grand Theft Auto III* fan?
opmTodd: Oh, man, it's like nothing else in this world. I slept with a hooker after killing 600 strangers.
SmarterChild: You slept with a hooker after killing 600 strangers? I see.
opmTodd: I saw a shrink after that. Even though it was a game.
SmarterChild: And so?
opmTodd: And then my shrink and I played *Madden*.

I won in overtime on a field goal.
SmarterChild: Huh!
opmTodd: I just saved the planet.
SmarterChild: No kidding?
opmTodd: So to speak.
 I beat *Medal of Honor*. I broke my foot off in the Nazi's ass.
SmarterChild: Hmm...that's not the nicest thing I've ever heard anyone say.
opmTodd: Well, the Nazis weren't very nice people.
SmarterChild: Well OK then!
opmTodd: War is hell, man.
SmarterChild: Interesting!
opmTodd: After I played *Frontline*, I went outside to get the mail. I hadn't seen the sun for days. That says just how great the game is.

CAPTION CONTEST

We select a screen, you come up with a funny caption (and be original, please!). Send your hilarious entries to opm@time.com with the subject of CAPTION CONTEST.



CAPTION THIS

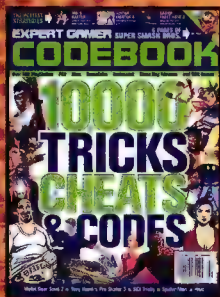


WINNER!

"Our only hope may be that the vampire is lactose-intolerant."

Nick Linn
nick@nicklinn.com

LOOK FOR THESE
SPECIAL ISSUES
ON NEWSSTANDS
EVERYWHERE!



ALSO LOOK FOR
POCKET GAMES
#9 ON SALE
JUNE 25, 2002

From this site people who bring you Electronic Gaming Monthly, Computer Gaming World, GameNow and Official U.S. PlayStation Magazine. These special magazines can be found only on the newsstands or through back order.

Look for Pocket Games, Expert Gamer Codebook, and Xbox Nation at Borders, Waldenbooks, Barnes and Noble, B. Dalton, Ballantine, Camelot, Fancifuland, Walmart, Kmart, Target, Walgreens, CVS, Kuper and Safeway.

ELECTRONIC
GAMING
MONTHLY

PlayStation

COMPUTER
GAMING
WORLD

GAME
NOW

ZIFF DAVIS MEDIA
GAME GROUP



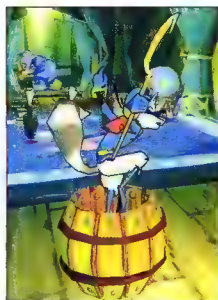
August 2002
On sale July 9

OFFICIAL U.S. PlayStation MAGAZINE

Who is that
masked
raccoon?!

Sly Cooper and the
Thievius Raccoonus
may be great
enough to get you
to look past its horrendous name.

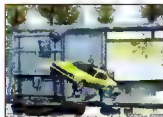
Plus! After the E3 dust settles, we tell
you what's hot for the rest of 2002!



Don't miss next month's exclusive PS2 demo disc, featuring a Stuntman playable
and a Kingdom Hearts video, plus a whole lot more!

July 2002
On sale now

ELECTRONIC
GAMING
MONTHLY



Stuntman

EGM's got the exclusive road test for Stuntman, the year's wildest driving game. Find out if the makers of Driver have what it takes to crash onto your console. Also: war games, Resident Evil Zero and Madden online!

July 2002
On sale now

GAMENOW



Summer Fun

GameNOW serves up a healthy dose of hot strategies. Never finished GTA? Stuck in Super Mario Advance 2? You're covered. Plus: a full blowout on Kingdom Hearts, along with tons of previews, reviews and letters

July 2002
On sale now

COMPUTER
GAMING
WORLD



Raven Shield

Tom Clancy's Raven Shield, the next game in the acclaimed Rainbow Six series, is on the way, and CGW has the exclusive scoop! Also: Dungeon Siege, The Sims Vacation and Star Trek: Elite Force 2.

Editorial content subject to change



Comic Mischief
Mild Language



PlayStation 2

©2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, brand names and logos are the property of their respective owners. Nintendo GameCube



Until, one day a
bunch of freestylers
found it and it wasn't
so happy anymore.
The End.



easportsbig.com

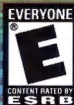
THQ

www.thq.com

SO YOU WANT TO DANCE WITH ME, HUH?



BRITNEY'S DANCE BEAT



Mild Lyrics

www.britneyspears.com
www.britney.com

© 2002 THQ Inc. © 2002 Britney Brands, Inc.

All Rights Reserved. Britney Spears™ Exclusively licensed to THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.™, ® and Game Boy Advance are trademarks of Nintendo.

PlayStation 2



GAME BOY ADVANCE

PC
CD
ROM

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!